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# TIPS & TRICKS

AUGUST  
No. 138  
2006

THE #1 VIDEO-GAME TIPS MAGAZINE

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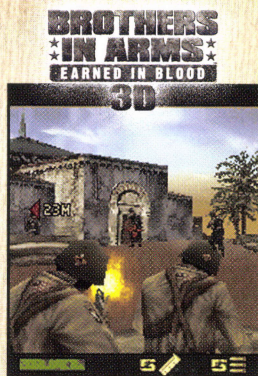
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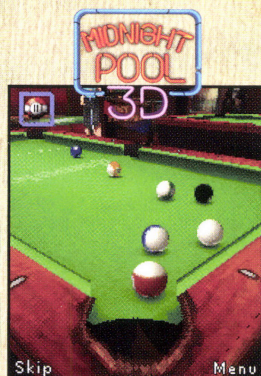


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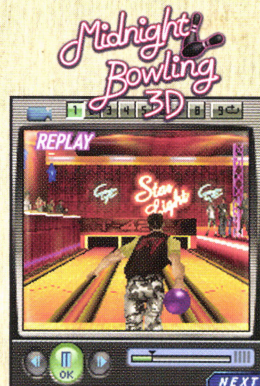
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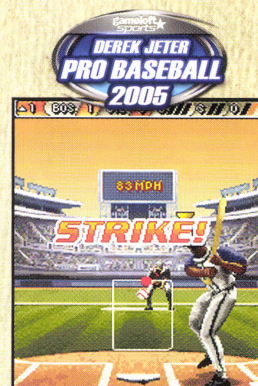
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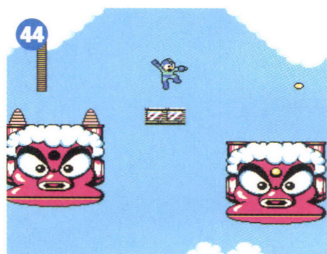
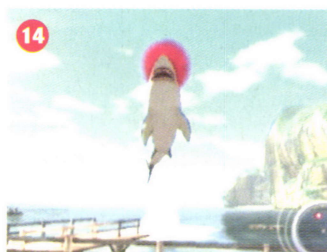
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PLAY SELECT

1 PLAYER

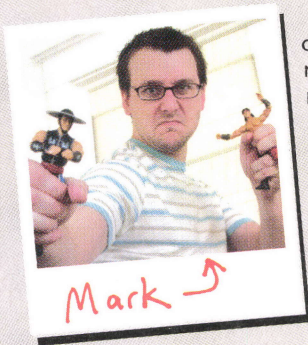
2 PLAYERS



## Letter From the Editors

**W**e recently overheard a small group of video-game fans talking about the infamous "Konami code." You know, that unforgettable sequence of buttons that would grant the player 30 lives in the NES version of *Contra*, power-up the Vic Viper in *Gradius* and trigger cheats in countless other games. (For the record, it's **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. Lots of people mistakenly add an extra **B, A** and/or **START** at the tail end, but they're not technically part of the code.) Anyway, we were very surprised to hear one guy say how he loved the cheat codes from "the good old days," and how he wondered if today's games still include codes.

Needless to say, we were flabbergasted. The fact that *TIPS & TRICKS* continues to thrive after 12 years of publication is proof that video-game cheat codes are alive and well, yet some players don't seem to be aware of the cool tricks and secrets that programmers continue to sneak into their games. We've talked to lots of people over the years who prefer not to cheat, and of course we respect that. But there are a lot of very popular games that are actually much more fun to play when using cheat codes. (We're lookin' at you, *Grand Theft Auto*.) It was an eye-opening experience to find that our message is still not being received by the masses. Wake up, America! Those games you're playing are loaded with secrets, and we're here to tell you all about them...so pay attention!



Of course, cheat codes and strategy guides are not the only things you'll find inside this month's issue. Starting now, contributor Mark Johnson will be authoring a new monthly column called *Action Packed*, giving you the scoop on the latest video game-related action figures and toys. Mark's love for action figures seems to run just as deep as his passion for *Halo 2*. If you get a chance, please let us know what you think about this new addition to the magazine, as well as our other new columns (*Video-Game Comics*, *Animation Station* and *Mega Mania*).

We've also got another Bonus Giveaway this month; check out page 25 for your chance to win an Xbox 360, courtesy of the #1 video-game tips magazine. All we ask is that you give us a little feedback that will help us to make *TIPS & TRICKS* better. Thanks a lot for your support!

—The Editors

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Violence

NINTENDO DS



SHONEN JUMP'S

STRATEGY GUIDE BY  
NILES LIVINGSTON III

# NARUTO

## ULTIMATE NINJA



**T**he kinetic action and colorful cast of the *Naruto* anime and manga series are well represented in this new fighter by Namco Bandai. The *Naruto* story follows the adventures of a young ninja as he graduates from Ninja Academy and—with the help of his friends—seeks to become the new leader of his village by defending it from outside assaults. The game features 14 playable fighters and appearances by nearly every major character from the first season of the show...plus a rather astounding amount of unlockable items! This guide will provide you with a crash course in a Ninja Academy of your own; by the time you're done, you'll know the strengths and weaknesses of each character better than Kabuto himself.

## UNLOCKING CHARACTERS AND STAGES

To unlock the majority of the characters in the game, you simply have to clear each character's Saga in Scenario Mode. After you complete any of the originally selectable Sagas, Neji's Saga will be unlocked. When you complete it, Neji will be unlocked as a playable character in all other modes and Hinata's Saga will become available. Complete Hinata's Saga to make her available, which unlocks Haku's Saga, and so on down the list. Clearing certain Sagas also unlocks another set of stages, as you can see in the following chart:



You can now select "Cursed Marked Sasuke" on the Character Select screen.

To unlock Cursed Mark Sasuke, achieve Chuunin ranking in Mission Mode. This also unlocks the Collector's Machine in the Shop.

You can now select "Nine Tailed Naruto" on the Character Select screen.

To unlock Nine Tailed Naruto, achieve Jonin ranking in Mission Mode.

You can now use the shop's "Maniac Machine for Monks."

To unlock the Maniac Machine in the Shop, achieve Anbu ranking in Mission Mode.

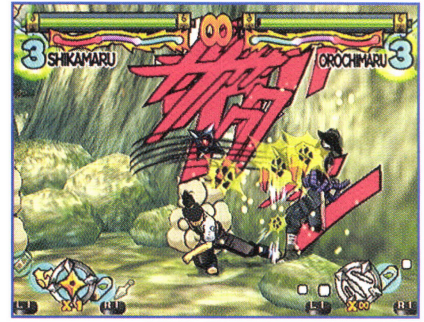
VS

LEE SASUKE

To select any character's alternate (Player 2) costume color, hold L2 + R1 when pressing X to select your fighter.

## FIGHTING TIPS

### NINJA TOOL GUARD BREAKING



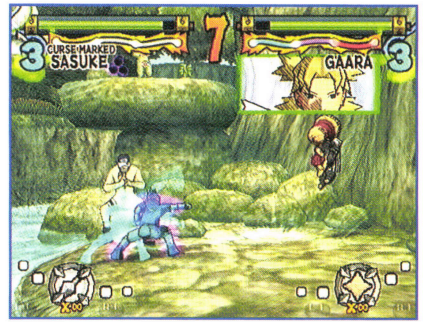
Attack the opponent with a multi-hit projectile, like Special Ninja Tools or Iruka's assist. They'll be forced to block it until it's over, so you can just run up and throw them or use your character's ↓ + ○, ○ attack to break open their block. You can also use a move that does heavy chip damage (see below) without worrying about getting counter-attacked.

### CHIP DAMAGE STILL COUNTS



Some characters have Chakra attacks that do heavy damage even when the opponent is blocking. Naruto, Sasuke, Sakura, Rock Lee and Shikamaru can all do heavy damage to blocking opponents this way, sometimes even more than their normal combos.

### SAFE FALLING ISN'T SO SAFE



When you roll (by pressing X at the moment you're about to hit the ground from a throw or attack), you cannot guard until you land from the roll. So whenever you knock opponents into the air, it's a good habit to always try to throw out a Secret Technique or other high-priority attack right before they first hit the ground; if they try to roll, they will get automatically sucked into your attack.

## FIGHTING TIPS

### SUBSTITUTION JUTSU WILL SAVE YOUR LIFE



Any time you get caught in a combo, try to use Substitution Jutsu against every single attack. Even if you're already stunned from a previous hit, you can use Substitution Jutsu to dodge the next attack if you time it correctly. If your

timing isn't very good, you can just mash the Block button and you'll still get lucky more often than you might think.

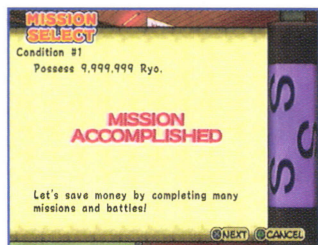
## COUNTERS ARE STRONG



When playing against a lot of human opponents, eventually you may get to a point where every other attack gets shut down by Substitution Jutsu. One of the better ways to get around this is to use a character with Chakra-based counter moves, like Haku or Neji. Use counter constantly, and if your foe manages to get around it, just use Substitution Jutsu

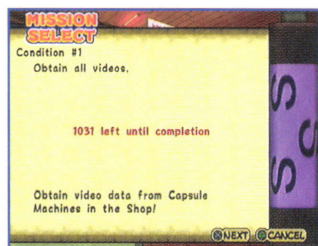
to get away and then start over. Shikamaru's counter is also great, but since it's a normal move, your opponent can use a Substitution Jutsu against it if he or she has quick reactions.

## MISSION MODE TIPS

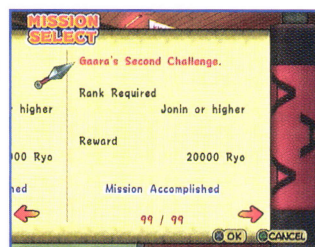


**NEVER SPEND MONEY.** One of the S-Ranked missions at the very end of Mission Mode, "Reconstruction of Hidden Leaf Village," requires you to achieve the maximum amount of money possible, which is the princely sum of 9,999,999 ryo. Playing normally through Mission Mode, you'll collect a total of about 700,000 ryo, which is a very small drop in the bucket but will save you a bit of time nonetheless.

times to earn 20,000 a pop. By this time you should have Cursed Mark Sasuke unlocked, so beating up Gaara is a breeze. You don't actually



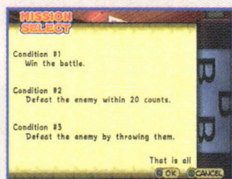
have to hit him with every count to fulfill the second mission requirement; just make sure to tap the attack button every few seconds and swing at the air.



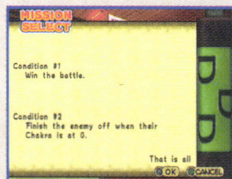
Many of the S-ranked missions require you to spend money to collect items. If you plan to complete all of them, wait until the last mission "Reconstruction of Hidden Leaf Village" is completed and then work backward. Otherwise, you'll just have to work up to 9,999,999 ryo all over again.

## MISSION MODE CHARACTER CHOICES

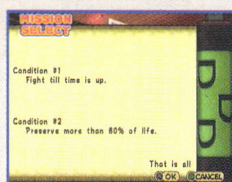
The early sections of Mission Mode are very simple, so use whichever character you like the best. However, some of the more complicated mission requirements may be made much, much easier by using particular characters:



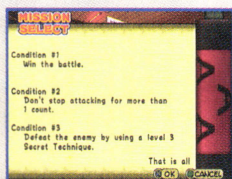
If a mission requires you to defeat the enemy quickly, use someone strong like Zabuza, Orochimaru, Cursed Mark Sasuke or Nine Tailed Naruto.



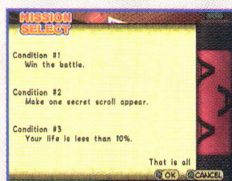
If you need to keep the enemy's Chakra at 0 when they die, pick Neji or Hinata and assault them with Byakugan.



If you have to stay alive for a long period of time, or keep your health above a certain level, pick Hinata. Sakura, Kakashi and Shikamaru are



also good for this, but not quite as good as the ever-healing behemoth that is Hinata.

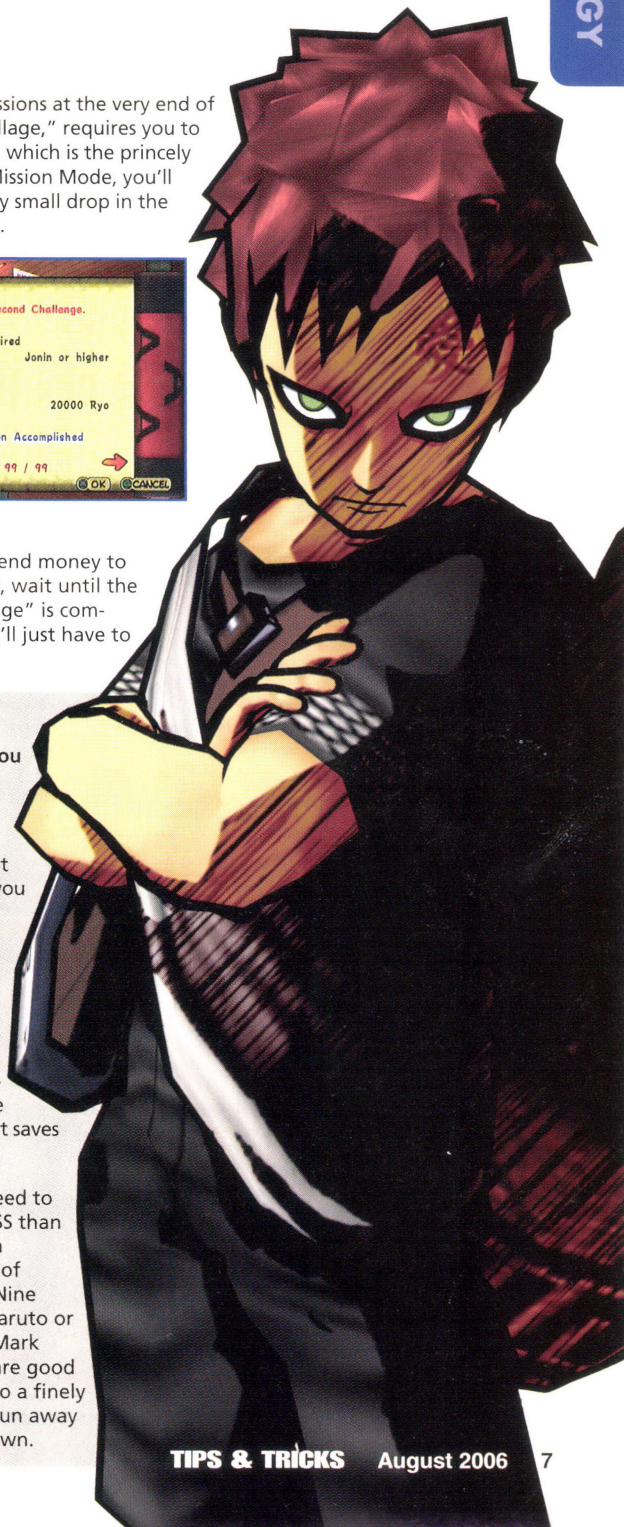


choices. You can beat the enemy to a finely misted pulp at your leisure, then run away until your life drains away on its own.

For missions that require you to win with a Level 3 Secret Tech-

nique, choose Cursed Mark Sasuke or Nine Tailed Naruto. They only have Level 3 Secret Techniques anyway, so you'll only have to press the button once. It's a small thing, but it saves quite a bit of time and effort.

If you need to have LESS than a certain amount of health, Nine Tailed Naruto or Cursed Mark Sasuke are good



# SECRET SCROLL LOCATIONS

To find each Secret Scroll, you must fulfill a certain objective, which is different for each stage. The scroll will appear immediately after you have completed the requirement to obtain it. You can find the scroll in any mode, including Practice.

## RAMEN ICHIRAKU



Hit all of the paper lanterns on the lower-right section of the stage until they turn red, but do not destroy them.

## HOKAGE'S MOUNTAINSIDE IMAGES



Keep jumping on the large tree on the left of the stage, in the bottom section. It takes about 15 jumps to get the scroll.

## SURVIVAL EXERCISE GROUND



Destroy 10 of the straw target dummies that pop up around the stage.

## HERO'S MEMORIAL STONE



Hit your opponent's support character five times.

## CHUNIN EXAMS STADIUM



Enter the tunnel on the left side and exit through the right side three times.

## LOOKOUT TOWER



Jump from the frog to the snake, then back from the snake to the frog.

## THE FOREST OF DEATH



Hit the silver fish when it jumps out of the water.

## KIKYO CASTLE



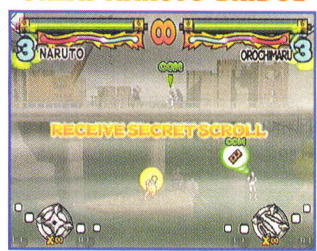
Jump onto the Fish Statue on the right, and stand on the highest part of the tail for about a minute until the scroll appears.

## ZABUZA'S HIDEOUT



Jump up into the room at the very top of the stage and stand there for about a minute until the scroll appears.

## GREAT NARUTO BRIDGE



Stand on the boat in the lower section of the stage for about a minute until the scroll appears.

## SUNAGIMO ESTATE



Break eight of the objects that fly around in the tornado at the rear of the stage. Only two will appear at once, but the tornado will keep coming back with more items to break.

## KAZEKAGE'S MANSION



Keep hitting the vending machine on the left until the scroll pops out.

# CHARACTER TIPS

## NARUTO UZUMAKI



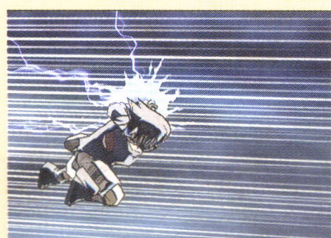
As the namesake of the series, Naruto is a balanced fighter. His Chakra attack "I overdid it!" is slow, but very strong and attacks a large area in front of him. His Level 3 Secret Technique can be hard to land because of the strange arc on the uppercut at the end, so keep that in mind and try to use it more for anti-air purposes than as a ground rush. His normal attacks are plenty strong on their own, though, so it shouldn't be a problem. In total Naruto fashion, he leaps forward with every attack, so his range can be very deceptive and you'll land a lot of surprise attacks on your opponents.

- "I overdid it!" does a high amount of damage when blocked, more than many of Naruto's normal combos. When an opponent is getting up off the ground, throw one out at a relatively safe distance and force him to take a whiff.

- Much like the Special Ninja Tool guaranteed throw trick, Iruka's assist delivers a multi-hit barrage, so you can call him to pin your opponents down, then just throw them while they're stuck blocking.



## SASUKE UCHIHA



Naruto's longtime rival is just as strong as the orange-attired adventurer, but feels

slightly faster. He has very powerful combos and Secret Techniques, but also like Naruto, his Chakra attack *"Fire Style: Fire Ball Jutsu"* takes some time to start up (though the range and the damage it inflicts are awesome). He can also activate Sharingan with his Level 2 Secret Technique, copying the normal and Chakra attacks of the opponent for a short time. No Secret Techniques are copied, though.

- Sharingan is likely the most powerful tool in the game, under the right circumstances. The damage done by stolen special moves is almost doubled, including block damage. When you copy Naruto's *"I overdid it!"*, Sakura's *"This fairy tale is for real!!!"* or Rock Lee's *"Leaf Whirlwind"*, the damage the opponent takes when they guard an attack is equal to or even higher than if the attack landed normally! Unfortunately, when you switch stages, Sharingan ends immediately even if you only just activated it.



- Some characters actively counter Sharingan, because their techniques simply cannot be copied. Watch out against Shikamaru and Neji...and above all else, NEVER USE SHARINGAN AGAINST GAARA. His powers all revolve around the sand he keeps on his back, but since you have no such sand, you'll just be stuck without the ability to attack until Sharingan wears off.
- Sasuke's *"Fire Style: Fire Ball Jutsu"* does full damage any time the opponent touches it, even if it's about to end. After knocking an opponent down, stand at the edge of the fire-stream's range and make them get up into it. They'll either have to block and take the damage or try to trade hits with you, which is always in your favor.

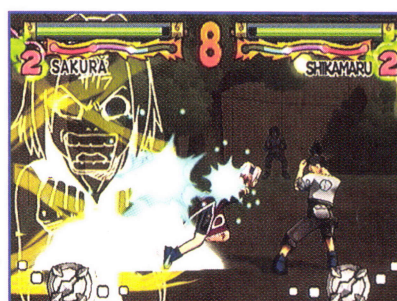
## SAKURA HARUNO



In a completely baffling turn of events, good old useless Sakura has by far the BEST Chakra attack in the game. *"This fairy tale is for real!!!"* is a great, great

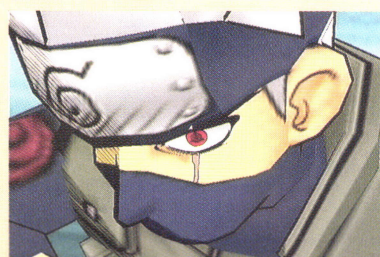
attack with staggering quickness and solid damage. Staying in character, though, her normal moves are rather junky due to horrible range and so-so damage. Her Genjutsu is still as strong as ever, as she gains Chakra quickly and has strong special attacks and Secret Techniques. She is also one of the few characters who can heal themselves without needing items (hold Up).

- *"This fairy tale is for real!!!"* is seriously amazing; use it all the time. Even when blocked, you recover quickly enough to be safe from the opponent counter-attacking you, and the block damage is decent as well. Alternate between abusing that and just throwing; unless your opponent is a Substitution Jutsu expert, it's free damage. The throw is the only part that's vulnerable, though—the individual hits of *"This fairy tale is for real!!!"* come too quickly to find an opening.



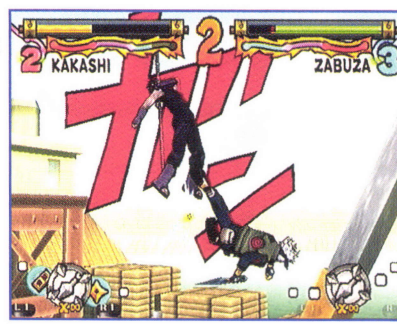
- The reach of Sakura's standing attacks is far too low for you to try just mashing out a win against a decent opponent. She recovers Chakra slightly faster than average (by holding Down), so abuse her Secret Techniques and world-class Chakra attack, leaving the normal attacks to someone else.

## KAKASHI HATAKE



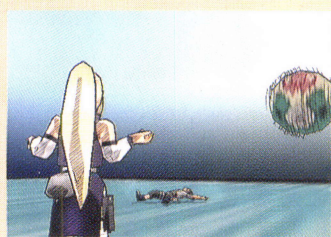
Arguably one of the best characters in the game, Kakashi has pretty much everything you could ask for. His normal attacks are very strong and combo together well, and his *"Thousand Years of Death"* Chakra attack automatically teleports you behind the opponent. His speed is above average, and his range is very good. He is also another character who can heal himself by taunting (hold Up). Both his Level 1 and Level 3 Secret Techniques end in Sharingan (which can be a blessing or a curse, depending on your opponent). The only real problem, if anything, is that he moves around a lot when he attacks, which takes some getting used to.

- As with Sasuke, if you use the Sharingan to copy Naruto, Sakura or Rock Lee, the damage done by your stolen Chakra attacks will be outrageous when blocked. Kakashi has the added bonus of being able to copy Sasuke's *"Fire Style: Fire Ball Jutsu"* as well, which registers multiple hits on blocking opponents and is very damaging.



- Since Kakashi can activate Sharingan with both his Level 1 and 3 Secret Techniques, he gets to abuse it a lot more often than Sasuke does. Unfortunately, that also completely shuts those moves off against the people you don't want to copy: Shikamaru, Neji and (never ever ever!) Gaara. If you land a Level 1, make sure that you don't continue to the second part...and if you land a Level 3, you're going to have to kill them.
- Kakashi is one of the few lucky characters who can juggle an opponent into a Level 1 or 2 Secret Technique. With your opponent's back to a wall, press ○, ○, ○, ↑ + ○, but do NOT press ○ again to chase them after the launch. Instead, when you land, press △ once or twice (depending on which Secret Technique you're using) and then attack immediately. Because of the wide attack range of Kakashi's Secret Techniques, the opponent will get sucked right in while still in midair.
- Guy's assist is definitely one of the best, because it attacks the opponent wherever he is and it's completely unblockable. Any time the enemy is pinned down (throwing a Ninja Tool first is an easy way to do this), call Guy and then use Rapid Movement to force your opponent to block. Guy will come in right after you to cover your back, and the opponent will be completely stuck until Guy shows up to knock them out.

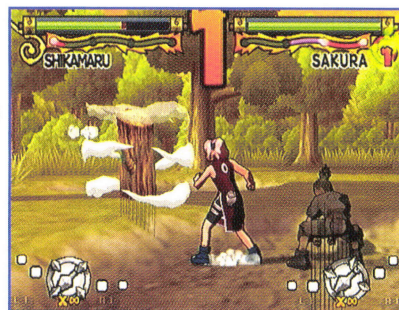
## SHIKAMARU NARA



Just like on the show, Shikamaru has to play a very careful and mental game against his opponents. He's not very fast, his combos

are pretty weak and his Secret Techniques aren't so special. So what makes Shikamaru great? Free counters! His  $\uparrow + \circ$  counter-attack stance is one of the best moves in the game, and it doesn't cost anything at all to perform. After the opponent is countered and gets launched, you're free to attack them with an air juggle and there's nothing they can do about it. Even better, Sharingan can't copy either of Shikamaru's Chakra attacks, so Kakashi and Sasuke are just stuck with Shikamaru's relatively horrid physical attacks. Shikamaru can also heal by holding Up.

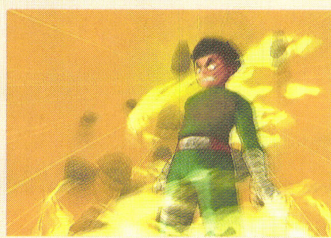
- Without any strong or lengthy non-Chakra combos, Shikamaru generally has to be played in a very defensive, almost run-away style. Collect as many items as you can, and use them to set up traps for your opponent. Abuse the Special Ninja Tool guard-breaking technique when you can, and use Chouji to chip away at your opponent's health while keeping them away from you.



- Shikamaru is another character that can juggle into a Secret Technique. The (huge) difference, however, is that Shikamaru can do it from *anywhere on the stage*...but only with Level 2. Just land the  $\uparrow + \circ$  counter, then run backward about two steps while pressing  $\Delta$  twice. Turn around and launch the Secret Technique as soon as possible; the opponent should essentially be landing on top of Shikamaru's forehead when it starts.

- The  $\uparrow + \circ$  counter is also great for landing the Asuma assist, and it's quite a bit easier. Just launch with the  $\uparrow + \circ$  counter, pause for a second (until the opponent stops moving upward), then press  $\square$  to call Asuma. It might look like Asuma is going to run past the opponent, but it works anyway.

## ROCK LEE



Forgive me for pointing out the blatantly obvious, but the show's resident Taijutsu specialist is of course one of the best hand-to-hand fighters in the game. He's the fastest character by far, with

high-damage normal attacks and even more highly damaging specials. What could be even better than that? Stacking the Level 3 Secret Technique "Hidden Lotus" on top of all this makes Lee the most frightening character on the list. Opening the last gate comes with a price, though, as your health will be drained constantly while the effect is in action, and you will lose all Chakra once it's over (roughly 20 seconds). It's generally worth it if you can land the hits, though; Rock's a beast. I'd be remiss if I didn't mention that he's also got the best (and funniest) assist character by far: Might Guy.

- "Leaf Whirlwind" ( $\downarrow, \downarrow + \circ$ ) chips giant chunks off of the opponent's life gauge when blocked. Activate the Guy assist, then do "Leaf Whirlwind" to get the opponent to block. Guy will come in directly afterward like the second attack in a two-hit combo, dealing solid damage and protecting you during the recovery time.



- "Hidden Lotus" (Level 3 Secret Technique) drains your life during the power-up time that follows, but it will never take the last ten percent. Use it with impunity toward the end of the match; the bonus attack power and speed will more than make up for the slight additional risk.

- All of Rock Lee's Secret Techniques have three sections, so if you're especially good at hammering out button sequences quickly, you'll have a definite advantage over your foe.

## NEJI HYUUGA



Another powerhouse, Neji is a very solid character with good strength and great defensive options. His Chakra attack "Rotation" is a counter-move

with very good damage...and as a bonus, it doesn't actually use up any Chakra unless it hits the opponent. His normal moves and combos aren't quite Rock Lee level, but they're still rock-solid. The Byakugan effect (triggered by his Level 2 Secret Technique) allows Neji to drain the opponent's Chakra with every attack. If you can manage to keep his meter up for the majority of the match, Neji is definitely a force to be reckoned with.

- Use Neji's "Rotation" ( $\downarrow, \downarrow + \circ$ ) randomly between attack strings to keep the opponent from wanting to attack you at all. Neji and Haku's counters are among the only moves in the game that cannot be shut down by Substitution Jutsu, so counter as much as you can get away with.

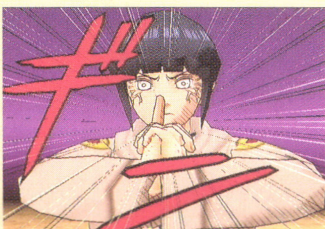
- Once Neji has Byakugan activated, he'll drain the opponent's Chakra away with every attack, even when they are blocking. Keep poking at them while you've got it; some characters (like Sakura, Haku and Hinata) are so dependent on Chakra that they're all but useless once you've drained them a few times.

- "Rotation" cannot be copied using Sharingan, which makes Neji a lot harder for Sasuke and Kakashi to deal with.

- Tenten's assist is pretty weak; its main use is keeping the opponent blocking while you use Byakugan to drain their Chakra.



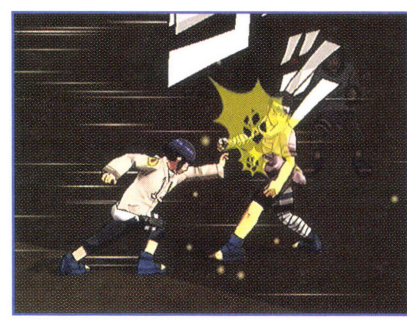
# HINATA HYUUGA



When properly played, Hinata is unstoppable. While her standard attacks are pretty limp, she has the Hyuuga family damage with her Gentle Fist (○, ○, ○, ↓ + ○) combo, and also the Byakugan.

But where she shines through the most is in her ability to heal herself AND give herself items! Unlike other healing characters, when Hinata holds Up she gives herself a health power-up. Her Chakra special "Medicine" causes the same effect, with the added bonus of giving her two random power-ups (either speed, offense or defense). Her Level 3 Secret Technique has borderline ridiculous range, so if you somehow manage to get your Chakra that high, make it a point to watch for an opportunity to land it. She's actually even more of a Chakra hog than Neji, but Medicine and Secret Technique damage more than make up for it in the end.

- Hinata absolutely NEEDS Chakra for everything, so if you run out, you're in a lot of trouble. Be sure to stop and charge up your meter (by holding Down) whenever you get a chance; it'll come in handy.
- Any time the opponent isn't right next to you, use "Medicine" and give yourself a power-up. You can easily get the Chakra back from other items, and the random speed/damage/defense bonus is always welcome. If you've got the Chakra for it, you can easily do the Gentle Fist combo and immediately use "Medicine" afterward while your foe is on the ground. You can also use Double Palm Thrust, but it leaves you open to Substitution Jutsu on the last hit if your opponent is any good.
- Shino's assist is very hard for the opponent to escape from, but it's easy to block if they're watching out for it. As with Neji/Tenten, use it to lock the opponent down so that they are forced to block your Byakugan attacks.



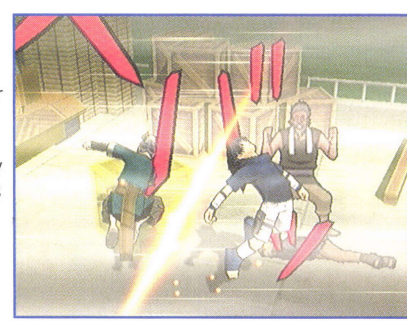
# HAKU



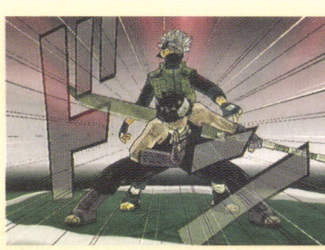
Haku is a very unique character, in that he (yes, he) is pretty fast at both long and short ranges, while he also has an excellent counter-attack. His Chakra counter, "A Thousand

Needles of Death" will keep enemies pinned down very easily while you pummel them with normal attacks and look for an opening. After getting needled a few thousand times, your opponent will be too afraid and/or frustrated to attack you in the small spaces between your assaults, leaving you free to pick them apart at your leisure. Unfortunately, Haku's other attacks aren't very powerful, so you'll have to land quite a few hits before the opponent goes down. Abuse the range of your Secret Techniques and use the counter religiously to come out on top.

- Haku's ground combos are pretty useless, as his damage is very low. Hound the enemy with air attacks and throw items incessantly to annoy them. You'll have to really use the Thousand Needles counter a lot to keep the stronger characters from overwhelming you.
- Conversely, Haku's Secret Techniques are very strong and have good hit priority, blowing clean through many opponents' normal attacks. Since he doesn't need Chakra for anything but the Thousand Needles counter, throw Secret Techniques at your enemies constantly to keep them afraid to attack you.
- Though he can't juggle the opponent into a Secret Technique, Haku can easily connect Zabuza's assist that way. Use the "Handstand Kick" combo (○, ○, ○, ↑ + ○) to launch the opponent, then just call Zabuza when he or she is on the way back down. Zabuza offers a very strong assist; he causes more damage than Haku can normally do outside of the "Thousand Needles" counter.



# ZABUZA



Due to the gigantic cleaver he swings around, Zabuza has the second best reach in the game (trailing behind Gaara, of course), but he's also got amazing strength to back it up. His attacks all take off huge chunks of damage, and though his combos don't especially stand out, they rip giant chunks out the

opponent's life bar quickly and efficiently. His ↑ + ○ sword attack deserves special mention, as the range goes all the way out to the tip of the sword (actually, just a little past where it should!) and can interrupt a lot of your opponent's movement, since you have to get past the sword to hit him. His Level 2 and 3 Super Techniques share the same properties, as he dashes forward and swings in a huge arc. You can often hit the opponent out of all sorts of situations in which they thought they would be safe. Zabuza's specials aren't very good, so save your meter for surprise Level 2 and 3 attacks from across the screen when you get a chance.

- Zabuza is very strong. When he hits, it counts every time. Feel free to use his normal attacks to punish opponents instead of Secret Techniques, unless they're good with Substitution Jutsu.
- The range of the opening attack in his Level 3 Secret Technique "Water Style" is HUGE. Use it to surprise opponents who think they're out of range.
- Zabuza's Chakra attack, "Water Prison Jutsu" has pretty junky damage compared to how great he is overall. Save your Chakra for Secret Techniques.



## GAARA

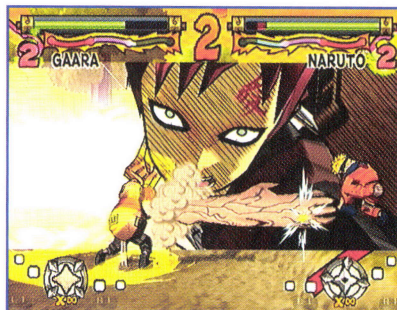


砂縛枢

Gaara is another character who could be considered the best fighter in the game under certain conditions. He has tremendous range, far beyond all of the other characters. His normal attacks have only mediocre damage, but they extend nearly halfway across the screen and push the opponent great distances away. (→ + ○ deserves special mention. Use it a lot.) If the opponent gets anywhere near a ledge or pit on the stage, there's almost nothing they can do to escape being pushed in. Gaara's Secret Techniques are the stuff of legend, starting up and being able to hit the opponent immediately, without any wind-up or dashing animation. Furthermore, since their attack animation uses sand, they interrupt your opponent's attacks every time without any danger of being struck yourself. The trade-off for all this power? Gaara is also the SLOWEST character in the game, without question. He can't run; he just plods slowly back and forth along the stage. If you can get past that, everything else about Gaara just screams abuse of power.

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- Gaara may be the most frustrating character for opponents to play against, because in the right hands he's literally impossible to touch. Just using "Sandfall Flow" (→ + ○, ○) is enough to keep most opponents at bay, as the arc of the attack covers all of the space in front of Gaara. Even jumping opponents are pushed back.



- Any time Gaara connects with his "Rising Sandfall" (↑ + ○, ○ while jumping) attack, he can juggle his foe into a Level 3 Super immediately upon landing. The opponent will always land right on top of it, with no escape.

- To use Gaara properly (against anyone but the CPU), you'll have to get very, very good with Substitution Jutsu. Each of his attacks will leave him open if the opponent is able to dodge it with Substitution Jutsu, so you'll need to be able to turn it back against them to stay safe.

- Temari's assist attack is completely unblockable and automatically appears next to the opponent. Call her out and then throw pretty much any attack string at the opponent. With Gaara's gigantic range, the opponent will be forced to block until Temari comes out and knocks them down.

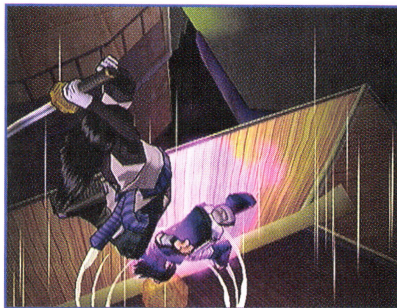
## OROCHIMARU



One of the three Shinobi of Legend (and also one of the three best characters), Orochimaru is near the top in both range and pure damage. His Chakra combo attack "Wind Dust Destruction Wave" pushes the opponent far away, which is

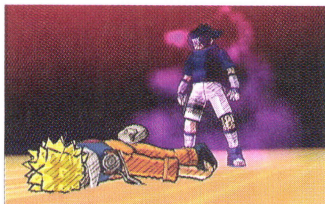
very good for knocking them off the stage. As though he needed it, his Secret Techniques are also hellaciously strong, making him essentially an almost perfect fighter. Much like Zabuzza, his range is longer than it looks, so you can play a lot of the same tricks on the opponent. Use the safety of the sword's range to interrupt attacks and charge right through with Secret Techniques. The one tiny, tiny downside is that his partner attack (Kabuto) is complete junk and no one who is paying attention should ever be hit by it. Other than that, he's got it all.

- Orochimaru has great range and amazing damage, even from his normal attacks. His attacks come out so quickly in ground combos that the opponent will have quite a bit of trouble using Substitution Jutsu to get out of it, more so than with any other character.



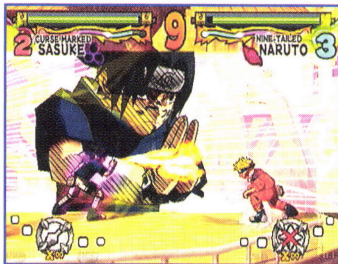
- He can also juggle into his Level 1 or 2 Secret Technique very easily from anywhere on the screen, in the same way as Kakashi or Shikamaru do. Use his "Destruction Sword" combo (○, ○, ○, ↑ + ○) to launch the opponent, then run backward two steps while pressing △ to power up your Secret Technique. When the opponent is coming back down, turn around immediately and activate the Secret Technique. They will land right on top of you and magically get hit.

## CURSED MARK SASUKE



This uber-version of normal Sasuke has almost the same move list, but is empowered with huge gains in speed and damage. Even better, he can only use the Level 3 Secret Technique, so you can do gigantic damage on reaction to an opening. He

gets a nifty purple aura, too. As Sasuke was already a great character, this overpowered version is completely dominant and easily destroys the rest of the cast. The one problem is that the Curse Seal continually drains life from Sasuke over the course of the fight, so you must either find health items or defeat your opponent quickly to stay ahead of it.

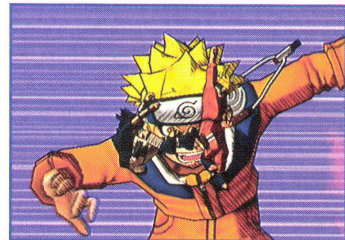


## NINE TAILED NARUTO

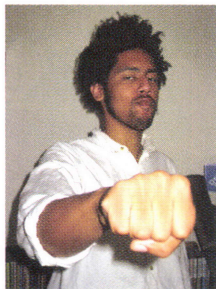


Much like Cursed Mark Sasuke, this is the same Naruto with massively upgraded damage and speed. Also like Cursed Mark Sasuke, there is an associated health drain. Naruto is a bit more difficult to use than

Sasuke; therefore—while this character is also absurdly overpowered—he's still ranked just below Sasuke for overall "brokenness." He is also limited to only using the Level 3 Secret Technique, with the same dashing uppercut animation and inherent limitations. If you like using Naruto, you'll fall in love with this crazy-eyed monster.

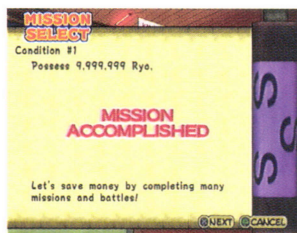


# RIDICULOUS UNLOCKABLES

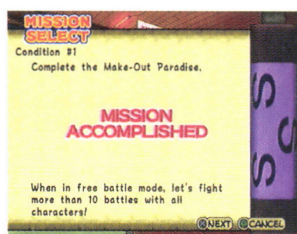


## NILES' STRUGGLE AGAINST THE MOST OUTRAGEOUS MISSION EVER

One of the last missions in the S-Ranked set is amongst the most daunting challenges I've ever seen in my long history of video gaming.

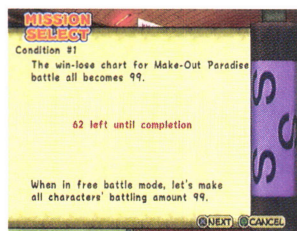


the other side in a little over a day (20,000 ryo at a time—that comes out to a little under 500 straight completions of the Gaara mission in 24 hours).



character match-up sounds pretty simple, but it's very time-consuming. That day I made a ninja oath of my own: No matter what this game throws at me, I'm completing it. I'll win that dinky little piece of concept art, and I'll dedicate it to the *TIPS & TRICKS* fans, so no one else will ever have to do this again. That's my ninja way!

But Naruto didn't get to be an Ultimate Ninja by playing fair. Once I completed the "Make-Out Tactics" mission, the mother of all ludicrous challenges presented itself.

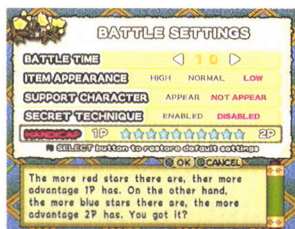


NINE TIMES. To put a bit of perspective on this, let's do a little fun math. There are 14 characters, which means 13 opponents (mirror matches don't count).

$$14 \times 13 \times 99 = 18,018$$

18,000 Matches.

I had already played ten of each match-up just to unlock this mission, but I still had over 16,000 matches to go!

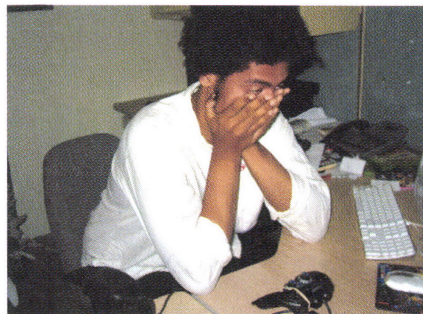


lose. Since I didn't actually have to pay attention to the matches, I wanted to make sure that I lost as quickly as possible.

- Set the Battle Time to 10.
- Set the Item Appearance to Low.
- Turn Support Characters OFF.
- Disable Secret Techniques.
- Turn the handicap all the way toward the CPU's side.

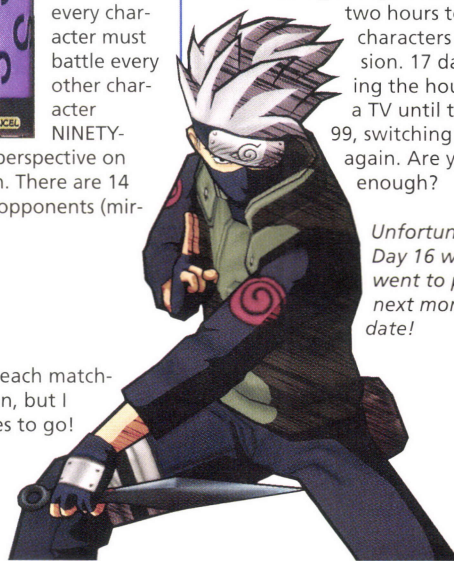


using a rapid-fire controller is the key placement of several rubber bands to secure a random household object over the X button. Once that's done, just choose your characters and go make a sandwich.

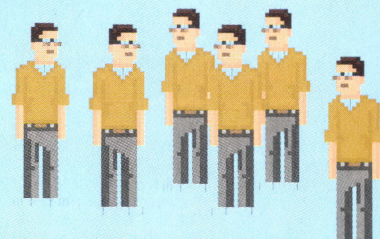


Each match lasts about 90 seconds, so it takes 17 straight days of waking up every two hours to change the characters to clear this mission. 17 days of never leaving the house. Of staring at a TV until the counter says 99, switching it, then staring again. Are you Passionate enough?

Unfortunately, I was on Day 16 when this issue went to press. Check back next month for an update!



(geek)



(clustergeeking)



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# JAWS UNLEASHED



**M**ore than 30 years ago, Steven Spielberg's film *Jaws* created a phenomenon with its tale of the small community of Amity Island and the great white shark that terrorized its waters. *Jaws Unleashed* picks up the story years after the events in that classic film. Amity Island has returned to normal, the threat of the giant shark long since passed. However, another menace lurks beneath the waters of Amity: A new shark has appeared, and he's meaner than ever!

STRATEGY GUIDE BY PAT REYNOLDS

In perhaps the greatest role reversal in video-game history, *Jaws Unleashed* lets you take control of the fearsome predator, hunting victims beneath the surface as well as along the beaches, piers and coasts of the island. Developed by Appaloosa Interactive (which has prior experience with underwater adventure games, thanks to its work on the *Ecco the Dolphin* series), the game features some ridiculously awesome play mechanics. You'll swipe a scientist past a card reader to open a locked door, throw explosive barrels at oil refineries and launch torpedoes from your toothy maw to destroy oil rigs! (Yes, the plot of *Jaws Unleashed* reads like the movie *On Deadly Ground*...minus Steven Seagal, plus one giant shark.) This guide will help you get through the story missions and give you tips for surviving in the wide blue ocean. We've also got some cheat codes to make things even easier!

## PREDATOR BASICS

### KEEP MOVING

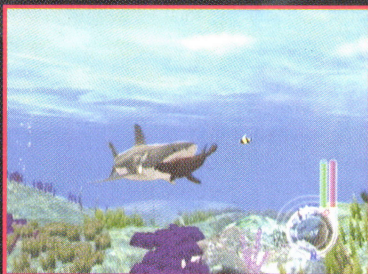


Although sharks can breathe underwater and won't need to look for air pockets or surface regularly, they can't stop moving for extended periods of time. Generally, though, you're given ample time to stop and take aim when needed or find your bearings

before setting off again, so this is rarely ever a real problem. It's also worth noting here that *Jaws* can survive for short periods of time completely out of the water—try launching yourself onto a beach and grabbing a sunbather before wriggling back into the water to enjoy your hard-earned snack!

### ATTACKING AND FEEDING

As a giant shark, you'll spend most of your time attacking enemies and feeding to keep your hunger meter up and your health full. For soft targets (people, other aquatic life), you'll want to simply approach and bite. You can hold your prey in your mouth by keeping the Bite button depressed while you swim out of harm's way if needed. When you've gotten hold of some food, repeatedly press the Bite button to chew and digest, raising both your hunger and health bars. Against hard targets (boats, underwater vessels, dive cages), you'll want to employ your Charge Attack and Tail Whip early in the game, until you unlock more powerful moves like the Body Bomb and Corkscrew Attack.



### THROWING



This might come as a surprise, but you're going to do a lot of throwing in this game. In some cases, a 20-foot-long torpedo-shaped body isn't enough to destroy your target—you might need an actual torpedo! In situations like this, grab and hold

the object to be thrown by holding the Bite button. Facing your desired target, hit the Tail Whip button to send the object hurtling toward its destination. It's also a lot of fun to use this trick to throw people into the air! See if you can find some other crazy uses for the throw maneuver. For example, in this photo I'm attacking a submarine by throwing another shark at it. I'll bet the guy in the submarine never expected that!

### SIDE CHALLENGES

Between stages, you'll be deposited into the wide-open ocean. Your area map shows you the location of the next story-advancing stage as well as several white triangles; these represent the locations of the side challenges. Each of these mini-games tasks you with a goal to accomplish and rewards you with points to spend on advanced moves for completing them. If you're having trouble with a stage, try spending some time in the open ocean area completing the various side challenges to earn points and upgrade your abilities.



## ABILITIES AND ADVANCED MOVES

As Jaws completes missions and challenges, you'll earn points that can be spent on upgrading his abilities in five different categories: accuracy, power, speed, hunger and health. Each ability category has five levels, and in addition to improving the prowess of your giant shark, you'll also unlock advanced moves when you put enough points into different abilities. Here's a brief description of each advanced move and how to unlock it.

### BODY BOMB



**How to unlock:** Raise any ability to Level 2  
**How to perform:** Charge Attack out of the water and push Up to crash back down.

This attack lets you get Jaws into the air above a target—usually a boat or raft—and sink it using the weight of his body. It's ideal for taking out

enemies on all types of small seacraft quickly.

### CORKSCREW ATTACK



**How to unlock:** Raise any ability to Level 3  
**How to perform:** With Charge Attack and Tail Whip fully charged, release Charge Attack first and then Tail Whip to activate this attack.

This is similar to the normal Charge Attack, but more powerful. Use the Corkscrew

Attack to add power and quickly beat

### POWER TAIL WHIP



**How to unlock:** Raise Speed and Power to Level 3  
**How to perform:** Charge Tail Whip before biting a victim. Release the victim and then release Tail Whip.

This attack adds extra damage to the tougher enemies you'll face in the game by letting you bite them before de-

livering a brutally powerful Tail Whip; it pushes them far away and often causes them to explode.

### SURFACE THROW AND CATCH



**How to unlock:** Raise Accuracy to Level 4  
**How to perform:** Use the stealth attack to grab a victim, then hit the Bite button to throw them into the air and shred them into a cloud of blood mist.

Jaws launches his victim into the air before jumping

to catch the morsel with his powerful teeth, causing immediate dismemberment. More than just a fancy move to scare the passersby, this attack can be used to quickly finish off threatening enemies. No, that's not a red afro on Jaws in this photo—that's the exploded remains of what was moments earlier a happy, careless swimmer.

## WALKTHROUGH

### STAGE 1: TUTORIAL

#### How do I leave the area with the sunken ship?



After feasting on the diver in the cage, look for the submersible parked on the nearby rock shelf. Destroy it using

Charge Attacks or Tail Whips to blast open the entrance to a tunnel that leads into the next area.

#### How do I destroy the pier?

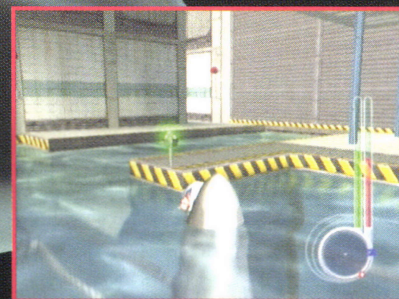


Look for the wooden supports under the pier structures. In order to advance to the next objective, you'll

need to bring down any of the main structures (either a section of walkway or the large building in the central area of the pier). Destroy all of the supports under your chosen section of the pier to bring it down.

### STAGE 2: THE BREAKOUT

#### How do I open the underwater door?



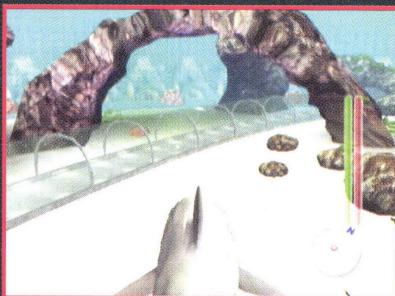
In what has to be the best use of the "find the key card to open the locked door" scenario ever seen in a video

game, you need to grab hold of one of the white-coated technicians walking around the catwalks in the starting chamber, and then swim him past the card reader to open the door. Swim out of the chamber quickly—the door will close automatically after a few seconds.

**CONTINUED**

## STAGE 2: THE BREAKOUT CONTINUED

How do I get out of the facility?



There seems to be no exit from the bay area; the answer is the glass tube that serves as a walkway for the observers in the park. Use Charge Attacks to ram the tube until it breaks, sending Jaws into the next area. In the flooded exhibit area, use Charge Attacks against the debris blocking the exit to clear the path. In

the next room, break open the doors under the exit signs.

## BOSS: ORCA



The killer whale will only attack you if you swim in front of it. Stay behind it and attack when you catch up to slowly chip away at the Orca's health. If you

get hurt, you can backtrack to the porpoise tanks to find a quick snack and replenish your lost health.

## STAGE 3: THE DEAD OF NIGHT

How do I get past the netting?



Look for the underwater cable junction boxes on each side of the netting and use Charge Attacks on them. This disables the electricity along the netting, allowing you to use Charge Attacks to easily break a hole in the net and swim through.

How do I destroy the refinery?



pipe and execute a Tail Whip to throw the barrel at it, causing the refinery to explode.

Look for the bridge where the truck is unloading exploding barrels into the water. Grab a barrel in your mouth and then swim to the area near the refinery—look for the spotlight and the oil pipe that's spilling liquid into the water. Face the

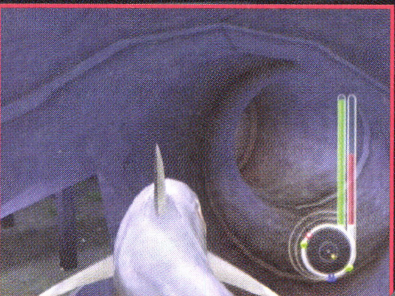
## STAGE 4: HUNTED

How do I get the gate open?



While avoiding the large fishing nets that troll underwater, look for the heavy cable running from the gate. It leads to a junction box. Hit the box with a Charge Attack to open the gates.

How do I get past the netting?



Look for the large underwater pipe and swim into it. It passes through the netting and allows you to continue to the parked barge on the other side.

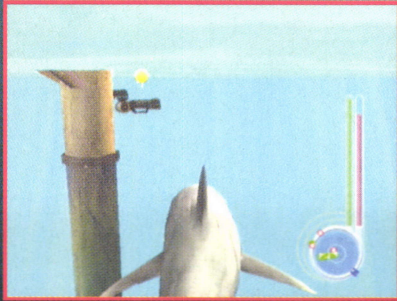
How do I destroy the barge?



Look around the bottom of the dock area to find some barrels of oil that have fallen overboard. They're marked on the mini-map as green squares. Grab hold of a barrel and then swim to the surface. Facing the barge, aim upward and use a Tail Whip to launch the barrel toward the target. Inexplicably, the barrel will burst into flames in midair, destroying the barge upon landing.

## STAGE 5: PREDATOR IN THE BAY

**How do I avoid the guns mounted on the oil rigs?**



The mounted guns are a real problem—they'll tear you apart if you don't get rid of them. Luckily, there's an easy solution. Look for the floating yellow spheres above each gun and destroy them. With these spheres gone, the guns will be deactivated.

**How do I destroy the oil rigs?**



Find the sunken submarine marked on your mini-map with a green square. Its cache of torpedoes has spilled onto the ocean floor, just waiting for an environmentally-conscious killer shark to swim by and pick them up in its teeth. With torpedo in

mouth, swim to an oil rig. Face any of the underwater legs and use a Tail Whip to send the torpedo slamming into the support. Destroy two supports to bring down each of the three rigs.

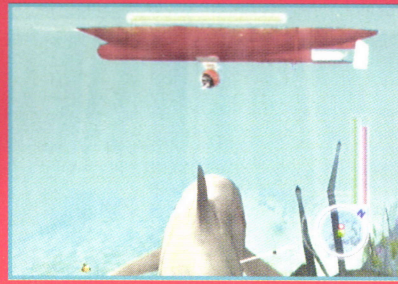
**How do I destroy the generator?**



the bay to escape the destruction.

Enter the generator room by smashing in the steel bars and swimming into the pipe. Use Charge Attacks to demolish the red pipe, then the black one, which will destroy the generator. Look for the exit pipe (the red one) and swim back out into

### BOSS: COAST GUARD



The Coast Guard has arrived on the scene and they're not messing around! Stay clear of the enemy—the boat launches depth charges and shoots at Jaws if he gets too close. Luckily,

this is one savvy shark and he knows how to fight fire with fire. Swim back to the submarine and repeat the same trick that was employed to bring down the oil rigs here. Aim and throw torpedoes to make short work of the enemy boat.

## STAGE 6: THE ANGRY ARMADA

**How do I complete this stage?**



There's only one goal here—destroy all of the hunters as quickly as possible! Use your Body Bomb and Charge Attacks to quickly incapacitate the boats and send their crew into the water, creating a steady stream of health-replenishing food.

### BOSS: COAST GUARD

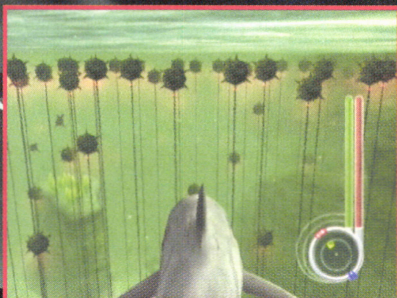


The Coast Guard is back and they've brought a bigger boat! This time there are no handy torpedoes just lying around, either. Wait for the boat to launch depth charges and watch your mini-map. Some of the charges will not detonate; these can be

grabbed and thrown back at the ship, causing lots of damage. It'll take about five of these attacks to finish off the Coast Guard boat.

## STAGE 7: A TASTE FOR BLOOD

**How do I get through the mine field?**



There are two ways to navigate the mines: the hard way and the easy way. The hard way involves using your Shark Vision to follow the blood trail left by the divers, and picking up and using barrels to clear some of the safe mines (the

ones that glow green when you activate Shark Vision) out of the way. However, if you swim down to the ocean floor and to the far left corner, you can find a safe path through the chains; simply swim through the large gap, then look to the right for another safe path. There's a checkpoint on the other side of the minefield so you won't have to navigate it again.

**How do I catch the divers?**

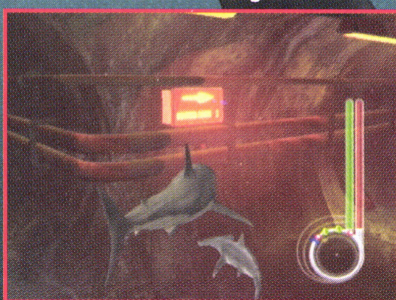


Two of the four divers are easy to catch. One has climbed to the top of a mast that's sticking out of the water—destroy the mast to knock him into the water. Another is hiding in a pipe that you can enter with a Charge Attack. The last two are hiding safely inside ship wreckage.

One is behind a pile of wood and other debris. Charge Attack into it to spook the diver and he'll swim out of the wreckage, allowing you to catch him. The last diver is inside a large wreck. You can see her through a crack in the side of the ship, but there's no way in. Slam into the side of the ship to send the diver swimming to the back section of the ship. Swim around to the far side of the ship and into the large opening. The diver will swim right through this area—catch her before she can get through the crack in the other wall.

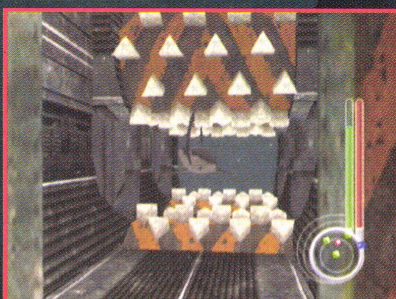
## STAGE 8: THE DEEP

How do I find the four generator rooms?



Enter the tunnels leading to the generator rooms and then look for the lighted signs along the walls. These signs will lead you to each of the control rooms. Watch out for the rocks being pushed through the tunnels at regular intervals. If you get

caught along them, you'll be carried back outside and into the disposal tube, which ends in a giant crusher and instant death. In the generator rooms, ram into the fuel tanks to destroy them.

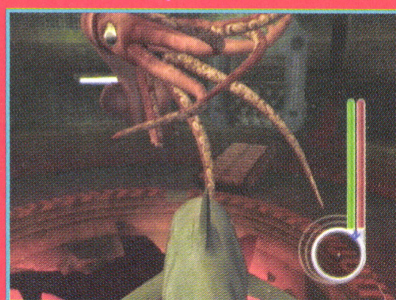


**I've destroyed the generators; where do I go next?**

When all four generators are destroyed, the metal grinders will shut down. Swim into one of the disposal tubes and then up and through the open grinder teeth to leave the area.

## STAGE 9: THE FACILITY

### BOSS: GIANT SQUID



Inside the facility is a giant squid. No explanation for this strange fact is given, and none is needed—you're a giant shark and there's

only enough room in the ocean for you or the squid. The easiest way to defeat this monster is to swim slowly around the walls of the tank, waiting for the squid to begin its Charge Attack. When it does this, quickly swim out of the way (have your own Charge Attack ready and release it to easily escape the squid). Double back quickly and attack the squid, chewing off one of its many tentacles or biting at its eyeball. Repeat until the squid has only its two long tentacles remaining. Next, position yourself in front of one of the pipes lining the walls of the chamber. The squid will charge into the pipe, hurting itself (presumably, that is—the squid is the only boss in the game that doesn't have a health meter). After five pipe hits, the squid will stay down for good.

## STAGE 10: BLOOD ON THE BEACH

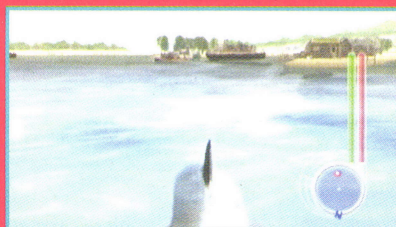
How do I get past the netting and into the pond area?



Look along the ocean floor to find a submerged truck and its dumped cargo of explosive barrels. Charging into the netting with a barrel in your mouth will clear the way. You can also use the barrels on the large Coast Guard boat in the area to bring it

down and end its pesky attacks.

### BOSS: THE MAYOR



The Mayor is riding around the harbor in a small boat supplied with rifle-toting guards. Unlike most other boats of this size, Jaws cannot simply Charge Attack or Body Bomb it to the ocean floor—for

whatever reason, this boat must be pushed into the large barges floating in the area. The easiest method for accomplishing this goal is to follow the Mayor's boat around until it circles one of the barges. Wait on the far side for the boat to pass by, and then Charge Attack into it, pushing it into the barge. If you take too much damage from the guards, simply submerge and swim around until you find some food. There's not a lot, so you might need to chow down on small schools of fish to regain health. Fortunately, there's no time limit to this battle, so you can afford to do what's necessary to heal up before returning to the fight.

## STAGE 11: THE FINAL CHASE

### BOSS: GIANT SQUID



In addition to Brody's heavily armed boat and the large Coast Guard ship in the area, there are missile-firing submersibles under the surface that are hunting you down. If that's not enough to contend with, you're stuck with a tracking harpoon at the beginning of the fight. In addition to giving the enemy helicopters and boats your location, the harpoon will also detonate if you swim too far from Brody's boat. With all of this to deal with, there's only one thing to do—take down that boat as fast and as hard as possible! Charge At-

tacks work well, and you can also look for depth charges that can be picked up and used against the boat; the green squares on the mini-map will show you where they are. There's plenty of food to be found in the area, but you'll need to be sure you don't stray too far from the target boat or you'll self-destruct. This is the toughest battle in the game; if you can stay focused, you'll finish off the enemy without much trouble!

## CHEAT CODES!

Create a new game and enter one of the following codes as your profile name to unlock cool bonuses:

**SHAAARK**—Activates a stage select menu that lets you jump to any mission or free roam area in the game.

**BLOOOD**—Allows you to begin the game with 1,000,000 points. That's enough to max out all of Jaws' abilities with 250,000 points left over!

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# Micro Machines V4



Strategy  
Guide by  
Anatole  
Brown

**T**he last true Micro Machines game by Codemasters, Micro Machines V3, was released for the PS one—almost nine years ago!

Even though there was a Game Boy Color game and an odd kart racing game for the PS2 with the Micro Machines name, fans

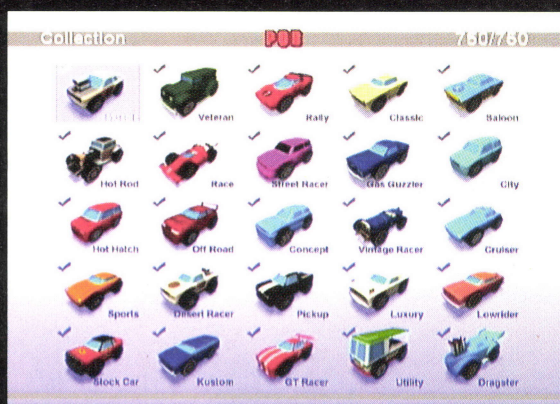
of the miniature car collection have been waiting a long time for the real sequel to V3. As expected, Micro Machines V4 stays loyal to the arcade-style formula of the series. This time, however, the game introduces a new "Dynamic" camera angle in addition to the top-down "Classic" view. If you prefer the traditional behind-the-bumper view of most 3-D racers today, then you should have no problem jumping right into some Micro Machines action to see what you've been missing.

## GET SOME CARS!

The real fun in *Micro Machines V4* takes place in the Multiplayer and Shared Controllers modes, but if you're stuck in "Play for Fun" matches, then you need to increase your stakes a little! The "Play for Keeps" mode puts your car collection on the line, making each race a nail-biter. Since you only start with 25 "Rental" cars in your Garage, you should build up your collection first by taking on the Micro Tournaments in the Single Player mode.

Each time you win a Micro Tournament race, you will be rewarded with three cars within the Car Class you just raced. The final race of every Cup will give you three complete sets of cars. However, the reward system is random and you won't know which cars you'll get until you win the race. There are 750 cars in the game, but you can't win them all by completing the Single Player mode. Like a pack of baseball cards, you'll probably get many duplicates, but at least it gives you a

few extras if someone snags one of them in a "Play for Keeps" race. The point is to build a nice collection of cars in the Single Player mode, then aim for a complete collection of 750 cars by taking them from your friends' collections and winning additional cars in Multiplayer mode.



## MICRO TOURNAMENTS

No matter what type of race it is, the key to winning in *Micro Machines V4* is to become familiar with each track. That may sound obvious in racing games, but it is especially true in this game since the camera—whether in "Dynamic" or "Classic" mode—rarely shows you what lies ahead. One missed turn can have you plummeting off the edge of a desk or into a swimming pool! The quickest way to get around each track is with slide-turns, so you need to anticipate each and every curve before it comes into view. Each track has various obstacles designed to slow you and your opponents down.

We'll give you a few track tips that should give you that extra edge whether you race in Single Player or Multiplayer mode. We've also pointed out the Car Class for each race so you can pick your favorite car from the Garage just before you enter.

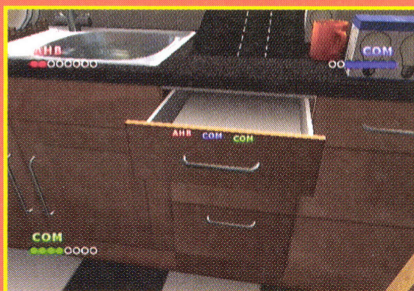
## Learner Division

### Battle Cup

**Pool Parade**  
Car Class: City

**Dino Danger**  
Car Class: Hot Hatch

**Pedal Bin Pile-Up**  
Car Class: Muscle



In Battle Cup, your main goal is to earn points by gaining a significant lead over the racer driving in second-place position. The COM (computer-controlled) cars, on the other hand, can earn a point just by creating a large enough distance from you, no matter what position you are driving in. "Pedal Bin Pile-Up" turns into a three-way battle and the COM cars get a little more aggressive. The heat from the stove will deplete your health and slow down your vehicle, so avoid it at all costs. You can cut corners by jumping off the cheese wedge or flying off the counter onto the ironing board. The kitchen drawer is basically the equalizer, giving every racer a chance to catch up if they fall behind. Use it to your advantage when you need it.

## I. Learner Division *continued*

### Race Cup

**Tile Tearaway**  
Car Class: Street Racer

**Driller Killer**  
Car Class: Rally

**Pecking Peril**  
Car Class: Sports



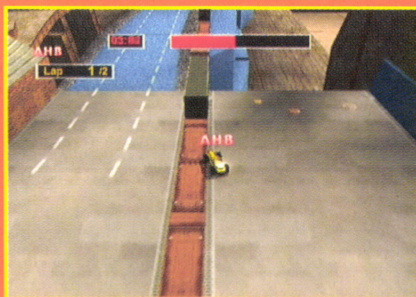
The Race Cup is a full three-lap race. You don't want to fall too far behind, however; unless you stay close behind the leader, you will have little chance of success. In "Tile Tearaway," the first car that makes it down the large stairway is usually in a good position to command the lead. In "Driller Killer," it's crucial that you anticipate the sharp left turn just as you leap off the cliff. Otherwise you will fall straight into the hole being created by the jackhammer. Use the hairpin curve in "Pecking Peril" to cut off your opponents and floor it on the straightaways to increase your lead.

### Checkpoint Cup

**Train Trouble**  
Car Class: Off Road

**Pool Table Panic**  
Car Class: Cruiser

**Sewer Skids!**  
Car Class: Kustom



Since the Checkpoint Cup is all about speed, pick a fast car from your Garage before you enter. The cargo cars in "Train Trouble" are arranged randomly, so if you get an unfavorable alignment, just start over. Unfortunately, Off Road vehicles cannot do slide-turns. Watch for the rolling balls at the start of "Pool Table Panic" by driving outside the white lines to the right. Stay to the left of the track after the first sharp turn so you don't get shoved by the pool stick. The last race hardly has any obstacles, so you should be able to breeze right through.

### Battle League

**Tile Tearaway**  
**Pedal Bin Pile-Up**  
**Driller Killer**  
**Sewer Skids!**



The Battle League recaps some of the courses you've seen so far, but you must play them in Battle Cup-style matches. Fortunately, you can save your game in between each heat. Racers are awarded with points, depending on how they place in each race. The points are all added up after the final race to see who gets first place. This means that you still have a chance to come away with a victory, even if you botch a race. All the tracks thus far should be familiar to you by now; just make sure you nail those sharp slide-turns in "Driller Killer." The Checkpoint Cup in Rookie Division will become unlocked after this race.

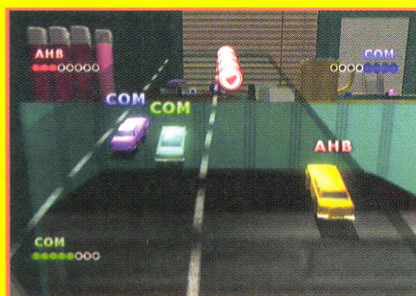
## II. Rookie Division

### Battle Cup

**Museum Madness**  
Car Class: Hot Hatch

**Beach Burnout**  
Car Class: Pickup

**Follicle Fun**  
Car Class: Lowrider



By this point, maintaining your health during the race will be a deciding factor, especially in "Museum Madness" where weapons play a big role. Make sure you pick up a Health item or drive through a row of heart icons to stay in peak form. Stay away from the crab claws in "Beach Burnout"—they can deliver a huge blow and really slow you down. Things start to get a little more challenging in "Follicle Fun." The Shocker weapon is a must on this track. It's ideal for slowing down anyone who's near you, so you can tear away and make your move.

### Team Battle Cup

**Attic Ambush**  
Car Class: Off Road

**Pool Pile-Up**  
Car Class: Cruiser

**Wood Workout**  
Car Class: Stock Car



Who said this game was fair? In Single Player, you don't have a team in Team Battle Cup, so it's just you against everyone else! "Attic Ambush" introduces huge jumping ramps. You could eliminate contenders by firing projectiles at them just before or while they're making the big jump so they fall right off the track. Back at the pool table, the Cremator power-up is introduced. Not only does it give you a turbo boost, but it also torches anyone behind you—a great two-in-one weapon! "Wood Workout" has several pitfalls, including sharp turns that can throw you off the edge. Keep an eye out for the giant table saw; it'll literally cut your health in half. The TT Cup in Hero Division will become unlocked after completing this Cup.



## II. Rookie Division *continued*

### Race Cup

**Bath Tub Bends**  
Car Class: Saloon

**Fast Food Flyover**  
Car Class:  
Gas Guzzler

**Garage Games**  
Car Class: Concept



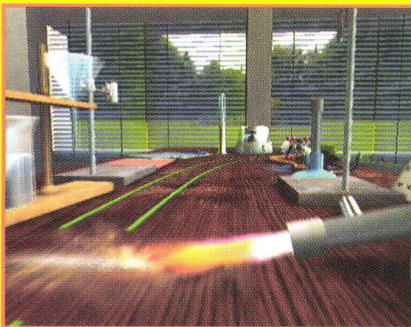
"Bath Tub Bends" is basically a four-corner NASCAR track. Maintaining a smooth and consistent racing line for three full laps will be the key to winning this race. You have no choice but to feel the sizzle when driving over the burger grill in "Fast Food Foyer." That's why it's essential get a Health power-up in order to get back up to top speed. "Garage Games" is a three-lap mad dash around a fairly easy course. However, it's easy to forget about the rotating saw just after the starting point, so make sure you do a sharp turn just before you jump down to the blue platform. The Battle Cup in Hero Division will become playable upon completion.

### Checkpoint Cup

**Science Speedway**  
Car Class: Vintage Racer

**Chicken Chase-Back**  
Car Class: Sports

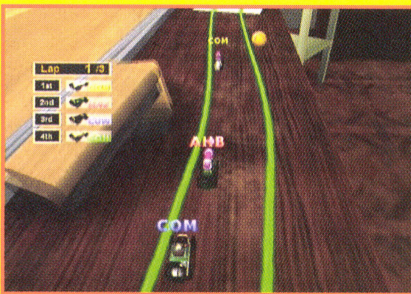
**Road Works Rampage**  
Car Class: Rally



The "heartbeat" sound during a Checkpoint Cup race can get pretty distracting—try turning down the sound if you're getting frazzled. "Science Speedway" is riddled with sharp turns that can throw you off the track, so you may need a couple of dry runs to memorize the track. Since there are no Health items in a Checkpoint Cup, you need to do your best to avoid the burner torches. You shouldn't run into any problems in "Chicken Chase Back"—it's the same course as "Pecking Peril" except in reverse. Unless you really hug the corners in "Road Works Rampage," it will be tough to clear the checkpoints in time. If you haven't mastered the slide-turn by now, you're going to be in big trouble from here on out. The Race League will become unlocked in Rookie Division after you beat this set.

### Race League

**Follicle Fun**  
**Attic Ambush**  
**Wood Workout**  
**Science Speedway**



In "Attic Ambush," you'll want to stay healthy in order to be able to scale the steep inclines with ease. Throughout this set of races, it's important to use your weapons wisely so you can stay with the pack and make a push for the lead in the final lap. Remember, if you see a more attractive power-up than the one you already have, you can quickly press R2 to dump your weapon and pick up a new one. Persistence usually pays off in race-type matches; many COM opponents will eventually slip up by getting caught in a corner or careening off the track, giving you a chance to pull ahead. Team Battle Cup in Hero Division will become available when you beat the Race League.

## III. Hero Division

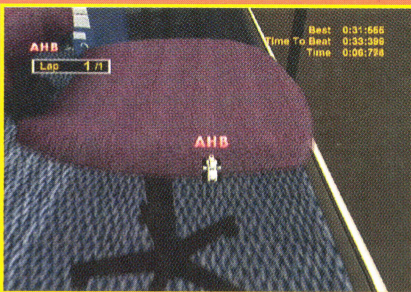
### TT Cup

**Choo Choo Chase**  
Car Class: Off Road

**Bone Barge**  
Car Class: Hot Hatch

**Driller Killer**  
Car Class: Rally

**Office Outrage!**  
Car Class: Dragster



TT Cup involves a little more discipline than the Checkpoint Cup, simply because the entire lap is timed, but the same tactics apply. The "Time to Beat" information appears on the upper right corner of the screen, but the "Best" time above it is meaningless and is best ignored. The first two tracks are just reverse modes of "Train Trouble" and "Museum Madness," while "Driller Killer" is straight from the Learner Division. The new track, "Office Outrage," isn't a big deal either, but it's fun to hop on the chairs! Beat this and Race Cup will be unlocked in the Hero Division.

### Battle Cup

**Kitchen Capers**  
Car Class: Muscle  
**Roof Top Rumble**  
Car Class: Street Racer  
**Science Stool-Hop**  
Car Class: Vintage Racer  
**Rockery 'n Roll**  
Car Class: Desert Racer



"Kitchen Capers" starts off just like the previous kitchen level, but the ironing board falls to the floor and the track is transformed. Be careful not to overshoot the floating toast—it's actually a moving platform, so you'll need to put the brakes on and wait until it crosses the sink. Like "Tile Tearaway," the first one down the steps in "Roof Top Rumble" should have a good handle on the rest of the battle. Opponents will mess up and fall off the edges, so just stay with it! The same thing goes for "Science Stool-Hop," except you can use the high edges to your advantage by diving down onto another portion of the track further down the line. It takes a little practice! "Rockery 'n Roll" is the easiest one of them all because of its wide-open lanes. Chase Cup in Hero Division will be unlocked when you clear this Cup.

### III. Hero Division *continued*

#### Team Battle Cup

**Bedlam!**  
Car Class: Classic

**Boat Blast**  
Car Class: Utility

**Retail Riot**  
Car Class: Luxury



"Bedlam!" consists of many straightaways, so the first one out of the occasional bend is usually the winner. At the starting line of "Boat Blast," make sure you're lined up to the right of the slithering eel so you can get a head start. You can pause the game and restart the race if you're not on the right side. It's a gritty race with a lot of back-and-forth, so you need to play defensively. Use the giant ramp as an opportunity to get ahead. Fortunately, the opponents ease up quite a bit in "Retail Riot." Put the pedal to the metal when you see the escalator—the last one down is a rotten egg! The Battle Cup for the Legend Division will become unlocked when you clear this Cup.

#### Race Cup

**Book Bind!**  
Car Class: Veteran

**Sand Castle Skids**  
Car Class: Pickup

**Potting Pressure!**  
Car Class: GT Racer



Think of these next races as endurance tests. There will be moments when you think there's no way you can catch up with the COM racers, but they will make mistakes along the way, like running over Dice Bombs or falling off edges. Your job is to stay healthy and maintain your top speed; eventually you'll pass by a sputtering COM car. The races are fairly long, so you'll always have enough time to destroy all the other cars and have the road to yourself. The homing missile from the Disciple item is a great way to cut down the leader. The Checkpoint Cup in the Legend Division will be unlocked after you clear this Cup.

#### Chase Cup

**Fossil Fuel**  
Car Class: Hot Hatch

**Burger Bother**  
Car Class: Gas Guzzler

**Butcher's Baloney**  
Car Class: Race



The Chase Cup only involves two cars—you and the one you're chasing—and no items! Every chase will come down to the third and final lap if you avoid bumping into obstacles and corners. If you see the COM car getting farther away with every lap, then you are not finding a good racing line on your turns. Keep the COM car in your field of view at all times! In "Butcher's Baloney," there will be a point in the second lap where you'll swear you could just touch the COM car. It brakes momentarily on one of the turns, but that's just to psych you out. Keep at it and you'll catch the bugger just before the end of the final lap. The Battle League will be unlocked in the Legend Division after clearing this Cup.

#### Battle League

**Bone Barge**  
**Potting Pressure!**  
**Burger Bother**  
**Boat Blast**



It's Hammer time at the Battle Leagues! The powerful Hammer item can deliver a severe blow to anyone in front of you, but if someone else has it, then stay away! Knowing when to dump an item in favor of another is critical to winning these heats, especially if you see a Health power-up ahead and you're not at top speed. Also, if you're in the lead, you'll want to pick up weapons that drop behind you rather than projectiles that shoot ahead. Use your head! The TT Cup in the Legend Division gets unlocked when you beat this set.

### IV. Legend Division

#### Battle Cup

**Checkout Chase**  
Car Class: City  
**Take the Plunge!**  
Car Class: Hot Rod  
**Workshop Worries**  
Car Class: Stock Car  
**Science Speedway**  
Car Class: Vintage Racer



"Checkout Chase" is a very short course; you may complete several laps before a winner is declared. The carrot caught at the end of the conveyor belt can be a royal pain if you don't hug the corner tight just before it. The pitfalls in "Workshop Worries" are a worry indeed. The only way to get around them is to memorize where they are, since some of the paths around them can be pretty narrow. After clearing this Cup, the Legend Division will now have the Race Cup unlocked. 



## IV. Legend Division continued

### Checkpoint Cup

**Museum Madness**  
Car Class: Hot Hatch  
**Beach Burnout**  
Car Class: Pickup  
**Follicle Fun**  
Car Class: Lowrider  
**Garage Games**  
Car Class: Concept

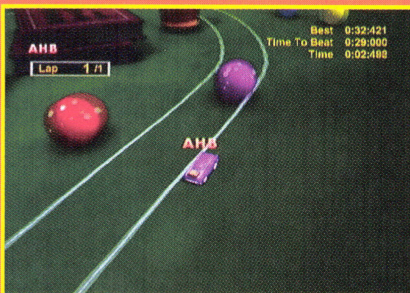


These races are so easy that they hardly belong in the Legend Division. But who's complaining? Just remember to make your turns right before you fly off those high edges where the road suddenly curves below. You will not only save yourself from falling off the side, but you'll also land on the lower track facing the right way! The Team Battle Cup in Legend Division will be your reward for beating this Cup.



### TT Cup

**Pool Table Panic**  
Car Class: Cruiser  
**Pedal Bin Pile-Up**  
Car Class: Muscle  
**Fast Food Flyover**  
Car Class: Gas Guzzler  
**Train Trouble**  
Car Class: Off Road



Again, you shouldn't have any problems here—they're all tracks you've raced before. The only one that may give you a small headache is "Pool Table Panic." The first section of the race, just before you sink into the side pocket of the pool table, is where you need to shave down your time. The rest of the race is just cornering around the table's exterior. Stay to the outside of the oncoming pool balls and immediately slide-turn around the curve to make a beeline to the side pocket. If you can get that section down to under 10 seconds or so, then you're golden.

### Race Cup

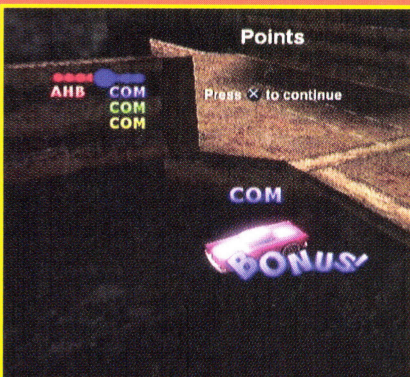
**Road Works Rampage**  
Car Class: Rally  
**Roof Top Rumble**  
Car Class: Street Racer  
**Rockery 'n Roll**  
Car Class: Desert Racer  
**Attic Ambush**  
Car Class: Off Road



The COM cars are lousy at differentiating between power-ups, so the lack of Health items in these races is really an advantage. Go on the offensive and hit them as hard as you can—they will have a hard time healing themselves. Battered cars have a higher chance of falling off edges and they labor up steep hills. Even though the Shocker is the most basic weapon in the game, it still proves to be the most effective weapon in close quarters.

### Team Battle Cup

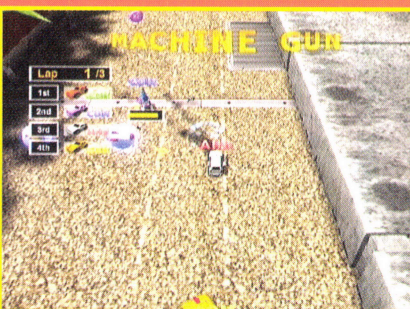
**Pecking Peril**  
Car Class: Sports  
**Potting Pressure!**  
Car Class: GT Racer  
**Sewer Switch-Back**  
Car Class: Kustom  
**Butcher's Baloney**  
Car Class: Race



The camera drags a little in "Sewer Switch-Back," so you're really going to have to memorize those turns, because they'll come out of nowhere. The abundance of Dice Bombs here may seem useless, but interestingly, Dice Bombs are the only weapons that remain on the tracks long after you put them down. They're easy to forget in the stop-and-go action of Battle matches, but if you remember where they were placed when you come back around, they'll be your best friends. Another interesting phenomenon in the sewers is that at certain spots, you can leap off the side and win the race if you have a big enough lead. The game can be fooled into thinking that you are actually pulling ahead, just before you hit the dirt. Try leaping off the side by the last rotating wheel obstacle when you have the lead—it might work! The final Battle League in the Legend Division will become available after you win this Cup.

### Battle League

**Follicle Fun**  
**Fast Food Flyover**  
**Garage Games**  
**Road Works Rampage**  
**Rockery 'n Roll**  
**Sewer Switch-Back**



By now, the final series of tracks is so familiar that it almost feels like a farewell parade down memory lane. In Battle League matches, all is not lost if you don't get the two points for taking the lead. Since it's a four-way race, taking second place still adds a point to your score. There's no need to restart the race out of frustration—just keep plugging away. You do, however, need to win the last race if you are to win the whole match, even if you have one point left to go.

When you beat all the Micro Tournaments, a message will appear to inform you that a bonus feature has been unlocked: a new "Retro" camera angle. To use it, enter the pause menu the next time you start a race and set the Camera option to "Retro."



# WIN AN XBOX 360!

## TIPS & TRICKS Bonus Giveaway #2

We're giving away an Xbox 360 system to one lucky reader!  
To qualify, just answer these simple questions and mail them  
to us before August 31. Please print legibly!

## ENTER BEFORE AUGUST 31 FOR YOUR CHANCE TO WIN!

### 1.) How old are you?

\_\_\_\_\_ years old

### 2.) Which of these game systems do you currently have? (Check all that apply.)

- ☐ Sony PlayStation 2
- ☐ Sony PSP
- ☐ Microsoft Xbox
- ☐ Microsoft Xbox 360
- ☐ Nintendo GameCube
- ☐ Nintendo DS or DS Lite
- ☐ Nintendo Game Boy Advance, Game Boy Advance SP or Game Boy Micro
- ☐ Gaming PC
- ☐ None of the above

### 3.) Which, if any, game systems you plan to get within the next six months? (Check all that apply.)

- ☐ Sony PlayStation 2
- ☐ Sony PlayStation 3
- ☐ Sony PSP
- ☐ Microsoft Xbox
- ☐ Microsoft Xbox 360
- ☐ Nintendo GameCube
- ☐ Nintendo Wii
- ☐ Nintendo DS or DS Lite
- ☐ Nintendo Game Boy Advance SP or Game Boy Micro
- ☐ Gaming PC
- ☐ None of the above

### 4.) Would you be interested in getting a free poster with your copy of *TIPS & TRICKS*, even if it meant that there would be one less strategy guide in the magazine?

- ☐ Yes ☐ No

### 5.) If you were going to put a video game-related poster on your wall, which game(s) or game character(s) would be on it?

\_\_\_\_\_

### 7.) Please check the statement that best expresses how you feel about the look of *TIPS & TRICKS* (please check only one):

- ☐ I would like *TIPS & TRICKS* more if it had more words and smaller pictures.
- ☐ I would like *TIPS & TRICKS* more if it had more words and fewer pictures.
- ☐ I would like *TIPS & TRICKS* more if it had bigger pictures and fewer words.
- ☐ I would like *TIPS & TRICKS* more if it had more pictures and fewer words.
- ☐ I like *TIPS & TRICKS* just the way it is.

### 8.) Which of the following sections did you read in this month's issue of *TIPS & TRICKS*? (Check all that apply.)

- ☐ *Naruto: Ultimate Ninja* strategy guide
- ☐ *Jaws Unleashed* strategy guide
- ☐ *Micro Machines V4* strategy guide

- ☐ *Select Game Previews*
- ☐ *Select Game Previews Calendar*
- ☐ *Reader Mail*
- ☐ *Action Packed*
- ☐ *Animation Station*
- ☐ *Mega Mania*
- ☐ *Video-Game Comics*
- ☐ *Gaming Gear*
- ☐ *Final Fantasy World*
- ☐ *Halo 2 Insider*
- ☐ *Gaming 2 Go*
- ☐ *Online Gamer*
- ☐ *Sports Desk*
- ☐ *Japan Report*
- ☐ *Collector's Closet*
- ☐ *Mystery Codes*

### 9.) Which of our discontinued monthly columns would you like to see return to the pages of *TIPS & TRICKS*, if any?

- ☐ *Animal Crossing Almanac*
- ☐ *Hard Core*
- ☐ *Hi Scores*
- ☐ *Pencil Puzzles*
- ☐ *Pokémon Report*
- ☐ *Reader Art Gallery*
- ☐ *The San Andreas Chronicle*
- ☐ *Tournament Report*
- ☐ I don't know/None of the above

### 10.) What is the main reason why you purchased this issue of *TIPS & TRICKS*?

\_\_\_\_\_

### Please complete the following:

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ ZIP: \_\_\_\_\_

### Send your answers to:

**TIPS & TRICKS**

**Bonus Giveaway #2**

**8484 Wilshire Blvd., Suite 900  
Beverly Hills, CA 90211**

## WATCH FOR MORE BONUS GIVEAWAYS COMING SOON!

**ENTRY AND OFFICIAL RULES:** NO PURCHASE NECESSARY TO ENTER OR WIN. Participation in the Drawing constitutes entrant's full and unconditional agreement to and acceptance of these Official Rules. The drawing will occur on September 7, 2006; deadline for entry is 5:00 p.m. PST August 31, 2006. The Drawing is sponsored by *TIPS & TRICKS* Magazine, 8484 Wilshire Boulevard, Suite 900, Beverly Hills, CA 90211 [the "Sponsor"]. Eligibility: The Drawing is open to persons of any age other than employees, officers, and directors of the Sponsor, its affiliates, subsidiaries, advertising, promotion, and fulfillment agencies as well as their respective immediate family members and persons living in their same household. Residents of Arizona are not eligible to participate. How to Enter: You can enter the Drawing by mailing a completed questionnaire to *TIPS & TRICKS* Bonus Giveaway #2, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. Only entries with the entrant's name, age and address are eligible for the Drawing. ONLY ONE ENTRY PER PERSON IS PERMITTED. MULTIPLE ENTRIES BY THE SAME PERSON WILL DISQUALIFY ENTRANT. NO PURCHASE IS REQUIRED TO ENTER OR WIN THE DRAWING. How to Win: The Winner will be selected at random by a representative of *TIPS & TRICKS* Magazine on September 7, 2006 at 1:00 P.M. PST from among all eligible completed entries, subject to verification. One (1) entry will be selected for the Drawing's Prize—an Xbox 360 system (retail value \$400.00). No alternative prizes, cash, or other substitutions are permitted except at Sponsor's discretion. Prizes are nontransferable. All federal, state, and/or local taxes are the sole responsibility of the Winner(s). Selection of Winner(s): NO PURCHASE IS REQUIRED TO ENTER OR WIN THE DRAWING. Winner will be selected from all eligible entries received by August 31, 2006. All decisions of Sponsor are final and binding. Odds of winning will be determined by the number of eligible entries received prior to the entry deadline. 300,000 notices of the Drawing will be distributed. After being contacted by Sponsor by mail, the winner will have 10 days from date of notification to claim his/her prize by U.S. mail to the Sponsor's address. Sponsor is not responsible for and shall not be liable for late, lost, misdirected, or unsuccessful efforts to notify Winner. Winner may be required to sign and return a release of liability, declaration of eligibility, and a publicity consent agreement, all within 10 days of acknowledged notification. If a winner's entry becomes ineligible, prizes will be awarded to an alternative winner. By accepting the prize, Winner agrees to the use of his/her name, voice and/or likeness for the purpose of advertising, trade, or promotion of any (or all) of the Sponsor without further compensation. If a selected winner cannot be contacted, is ineligible, fails to claim the prize, or fails to timely return the completed and executed declaration and releases as may be required, the prize may be forfeited and alternate winners selected. General Terms and Conditions: By entering the Drawing, each participant agrees to be bound by these Official Rules and the decisions of the Sponsor, which shall be final. Sponsor, the agents and representatives of Sponsor, its affiliates, subsidiaries, advertising, promotion, and fulfillment agencies, and legal advisors are not responsible for and shall not be liable for any (i) condition caused by events beyond the control of Sponsor that may cause the Drawing to be disrupted or corrupted; (ii) any injuries, losses, or damages of any kind arising in connection with or as a result of the prizes, or acceptance, or use of the prizes, or from participation in the Drawing; or (iii) any printing or typographical errors in any materials associated with the Drawing. Sponsor reserves the right, in its sole discretion, to suspend or cancel the Drawing at any time. By participating in the Drawing, each participant agrees to release and hold Sponsor and the employees, officers, directors, shareholders, agents, representatives of Sponsor and their respective affiliates, subsidiaries, advertising, promotion, and fulfillment agencies, and legal advisors, harmless from any and all losses, damages, rights, claims and actions of any kind in connection with the Drawing or resulting from acceptance or use of the prizes, including without limitation, personal injury, death, and property damage, and claims based on publicity rights, defamation, or invasion of privacy. Xbox 360 is a registered trademark of Microsoft. Microsoft is not in any way affiliated with or a sponsor of this Drawing. All other trademarks are the property of their respective holders.

# SELECT GAME PREVIEWS

The purpose of *Select Game Previews* is to show you a select group of new and upcoming

games so YOU can influence the contents of *TIPS & TRICKS*. Take a look and see what interests you, then write down the names of the games you plan to buy or rent and mail them to *TIPS & TRICKS Select Game Previews*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We'll total up your votes and use the results to determine which strategy guides we'll be featuring in upcoming issues of *TIPS & TRICKS*.



## GEARS OF WAR

Publisher: Microsoft

In Stores: 4th Quarter 2006



Aside from *Halo 3*, the most highly anticipated Xbox 360 game may be *Gears of War*, a squad-based tactical action game from Unreal developer Epic Games Inc. The main character, Marcus Fenix, is a former war hero who must lead an elite fire team into battle against legions of subterranean creatures known as the Locust Horde. Given the fact that the graphics are so incredibly detailed and realistic, you might assume that other aspects of the game will suffer from neglect, but the designers promise to deliver a dramatic, memorable story with characters that you'll actually care about. Another of Epic's main goals is to create computer-controlled teammates who are practically impossible to distinguish from human-controlled characters, since all of the game's modes and missions feature cooperative team play. Microsoft is also looking to *Gears of War* as an example of "the next-generation Xbox Live experience," with "individualized matchmaking," complex stat tracking, player achievements and plenty of options for customizing your game experience.



Wii

# SUPER SMASH BROS. BRAWL

Publisher: Nintendo

In Stores: 2007

SNAKE'S  
stealth-  
wedgie  
maneuver



In case you've been living in a cave with no Internet access: Nintendo has announced that a new *Smash Bros.* game is in development for its upcoming Wii system. In addition to Zero Suit Samus (an alternate version of the *Metroid* star in her blue bodysuit from *Metroid: Zero Mission*), *Super Smash Bros. Brawl* features at least four new characters: Meta Knight, the masked swordsman from the *Kirby* series; Pit, the winged archer from *Kid Icarus*; Wario, the "anti-Mario" who appears here in his *Wario Ware* garb; and Solid Snake, the star of Konami's *Metal Gear Solid* series. According to *Smash*

*Bros.* series director Masahiro Sakurai, *Metal Gear* creator Hideo Kojima had personally asked to have Snake included in the previous game, *Super Smash Bros. Melee*, but the project was already too close to completion when the request was made. Nintendo hopes that Snake's appearance in *Super Smash Bros. Brawl* will encourage other publishers to allow their characters to join the *Smash Bros.* line-up, and is already actively negotiating for the rights to include at least one other non-Nintendo character. Both Sakurai and Mario creator Shigeru Miyamoto have stated that Sega's Sonic the Hedgehog is the character that *Smash Bros.* fans have requested the most, and...well, it's hard to type these words with our fingers crossed! The game's design team is peppered with all-stars, too; beloved *Final Fantasy* composer Nobuo Uematsu has composed the *Super Smash Bros. Brawl* main title theme. Fans can keep up with the game's development by visiting the *Smash Bros. Dojo* online at [www.smashbros.com](http://www.smashbros.com).



PS3

## ASSASSIN'S CREED

Publisher: Ubisoft

In Stores: 2007

TIPS & TRICKS  
PICK!

*Assassin's Creed* does away with one of the most annoying elements of the modern video game: the short ledge that for some reason just can't be navigated. Altair, the main character, is able to find and gain purchase on any surface, as long as there's something to grab. The game is set during the Third Crusade in 1191 AD, with an organization called the Assassins trying to end the religious bloodshed by killing members on both sides. During the world wide debut of the game at the recent Electronic Entertainment Expo in Los Angeles,

a short trailer revealed a hooded Altair moving casually through a crowded street and shoving aside random people before leaping up to a gallows platform, dispatching two guards and using a hidden dagger to pierce the throat of the armed guard who was standing watch over the swinging bodies of the condemned. Altair escapes as quickly as he kills, deftly scaling a wall and disappearing into the shadows before blending into a group of monks. The game looks gorgeous, and if the trailer is any indication of gameplay to come, then *Assassin's Creed* should easily be one of the early standouts for the PS3 console.

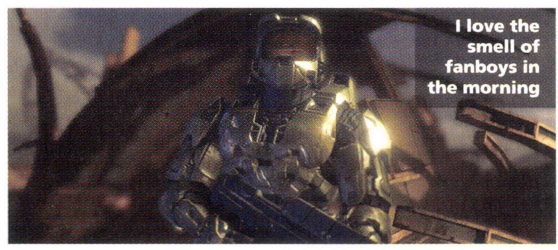




# HALO 3

Publisher: Microsoft

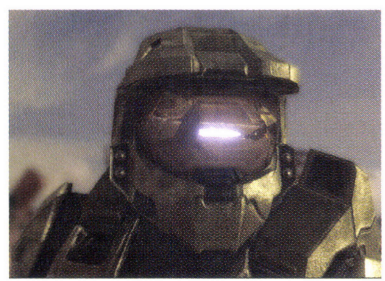
In Stores: 2007



I love the smell of fanboys in the morning



Halo 3 has a lot of hype to live up to, and developer Bungie isn't pulling any punches in the conclusion to its epic franchise. These images were rendered in real time using a new graphics engine, which means that the game itself could look as good as the trailer that has been circulating online. No official release date has been set, but Microsoft co-founder Bill Gates himself let slide last year that Halo 3 would launch at the same time as the Playstation 3. He has since recanted this statement, but he may just be setting Sony up for a surprise visit from the Master Chief himself.



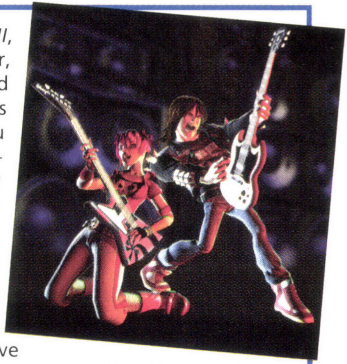
# GUITAR HERO II

Publisher: RedOctane

In Stores: November



In Guitar Hero II, rhythm guitar, lead guitar and bass guitar tracks have been separated so you can play each one independently. There are over 55 new tracks, with artists such as Rush, Van Halen, Black Sabbath and Primus signing on to let developer Harmonix include some of their best tunes. New multiplayer modes have been added (including versus, co-op, handicap and survival) to enhance the "dueling guitars" feel of the game, and a new practice mode has been added in which you can repeatedly attempt a certain passage that's been giving you trouble. "YYZ" on Hard difficulty? We're ready for our fingers to bleed!



Think she likes death metal?



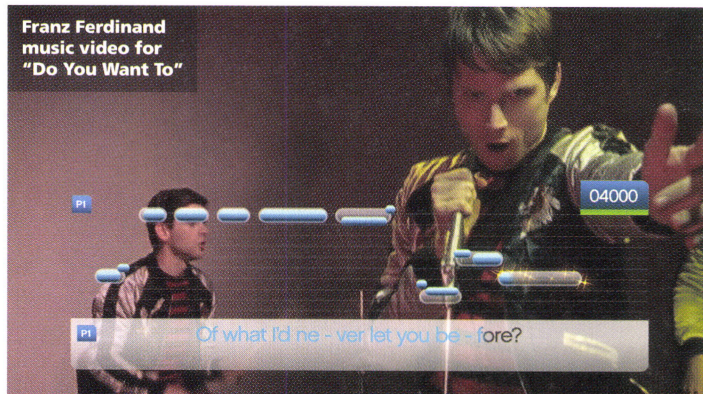
SELECT

PS3

## SINGSTAR

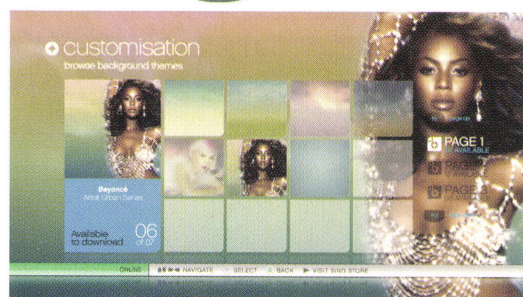
Publisher: Sony

In Stores: 2007



No need to embarrass yourself in front of strangers again—*SingStar* lets you get your karaoke kicks at home. The game lets you download over 300 songs with the artist's music videos as well as skins, voice effects and artist images. You can also share audio and video performances using the EyeToy camera and the *SingStar* online community. New silver microphones will mimic the look of real microphones used by performers. If 300 songs isn't enough for you, you'll be alerted each time a new song is available...and *SingStar* will even make content suggestions for new tracks based on the songs you've previously downloaded.

singstar®



## STAR TREK: LEGACY

Publisher: Bethesda Softworks

In Stores: September



**TIPS & TRICKS** *Star Trek's* 40th anniversary is rapidly approaching, and Bethesda Softworks is feeding the fanboy flame with this stellar interstellar RTS (real-time strategy) game. In *Legacy*, you control multiple starships at a time from every *Star Trek* TV show and movie ever made. More than 60 ships are available with full damage modeling in addition to four playable races (Federation, Klingon, Romulan and Borg). The single-player game is a Federation campaign that spans the *Enterprise*, *Next Generation* and original series time periods. Multiplayer features *Xbox Live* support of small skirmishes and intergalactic battles involving any starship or race.



## LEGO STAR WARS II: THE ORIGINAL TRILOGY

Publisher: LucasArts

In Stores: September



**Also On: PS2, GC, 360, PSP, DS, GBA**

Over 50 characters are playable in *LEGO Star Wars II*, with mainstays like Darth Vader and Princess Leia as well as fan favorites such as Jawas, Gamorrean guards and Greedo. If you have a save file from the original *LEGO Star Wars* game, you can unlock up to 54 additional characters, bringing the playable total to over 100! The ability to create your own custom characters has

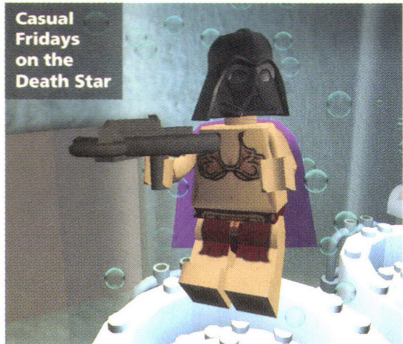


been included, with the option to switch LEGO body parts between all of the characters.

Our dreams of a Yoda/Lando Calrissian hybrid have finally come true! Other new features include being able to build and ride vehicles such as speeder bikes and AT-STs or to mount creatures like Banthas and Tauntauns.



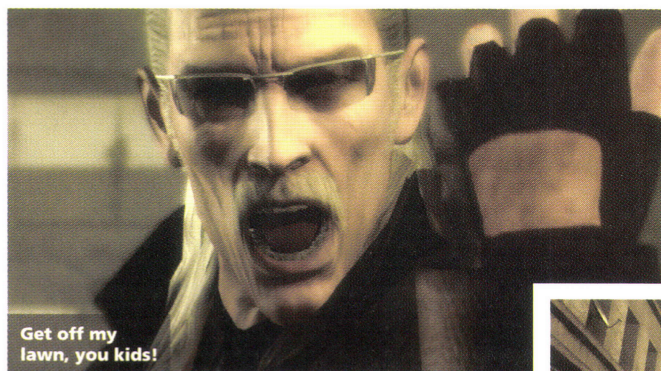
Casual Fridays on the Death Star



## METAL GEAR SOLID 4: GUNS OF THE PATRIOTS

Publisher: Konami

In Stores: 2007

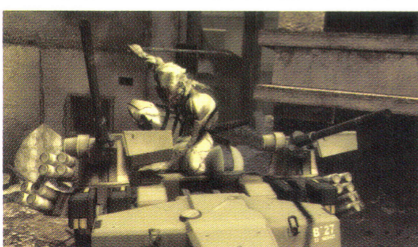
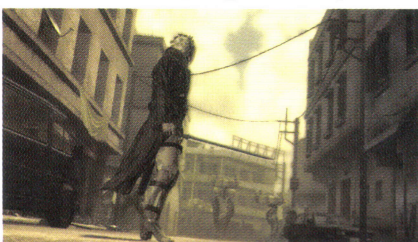


Get off my lawn, you kids!

**METAL GEAR SOLID 4**  
GUNS OF THE PATRIOTS TACTICAL ESPIONAGE ACTION



In *Guns of the Patriots*, Solid Snake is an older man, Raiden is capable of destroying several Gekko (sort of like Metal Gears) single-handedly and there's a new device tentatively called the "Octo-Cam" that changes texture and color. In the not-so-distant future, wars are fought by mercenaries because big businesses have privatized modern warfare. Snake is sent to infiltrate Outer Heaven, a huge business conglomerate run by Liquid Snake that oversees all the PMCs (Private Military Companies). Meryl, Naomi and Campbell also return. Not much else has been revealed, but near the end of the latest game trailer, Snake sticks a gun in his own mouth! Could this be the swan song of the series?





## BLUE DRAGON

Publisher: Microsoft

In Stores: 2007

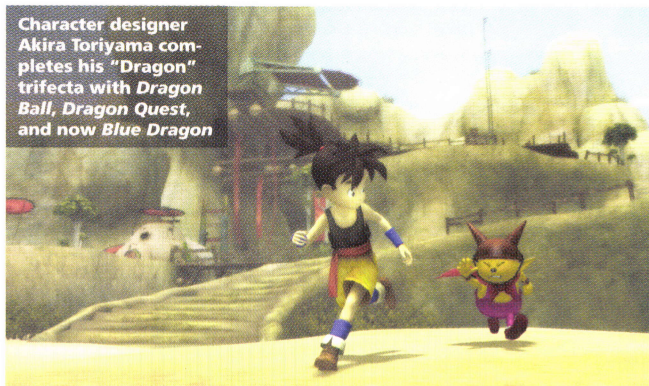


called "Shadow Change." Shadows level up and learn new abilities, and depending on your play style, you can focus on various strengths to customize how your shadow evolves. *Blue Dragon's* distinctive charac-

Shu and his friends are able to control their shadows, which manifest as creatures (dragon, bull, etc.) that imitate their hosts. These creatures can be used as weapons with a variety of attack styles through a system



Character designer Akira Toriyama completes his "Dragon" trifecta with *Dragon Ball*, *Dragon Quest*, and now *Blue Dragon*



ter designs by Akira Toriyama (*Dragon Ball*, *Dragon Quest*) stand out in the colorful 3-D landscape, where details like the fur on monsters are rendered realistically. This is a new RPG by Hironobu Sakaguchi, the father of the *Final Fantasy* franchise, so it will be interesting to see how it turns out.



## GOD HAND

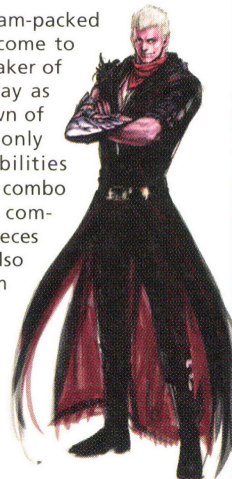
Publisher: Capcom

In Stores: 4th Quarter 2006

Behind the scenes at the *So You Think You Can Dance* auditions



*God Hand* is a 3-D beat-'em-up jam-packed with the beautiful lunacy we've come to expect from Clover Studios, the maker of *Viewtiful Joe* and *Okami*. You play as Jean, a drifter who takes on a town of super-powered hoodlums using only his wits, spectacular fighting abilities and...well, the hand of God. The combo system includes massive juggles, completely destructible background pieces and awesome physics. Jean can also activate his God Hand to perform ludicrous, inventive and outright hilarious attacks. If you've ever wanted a playable version of *Kung Fu Hustle* with some *Fist of the North Star* thrown in for good measure, then this is the game for you.

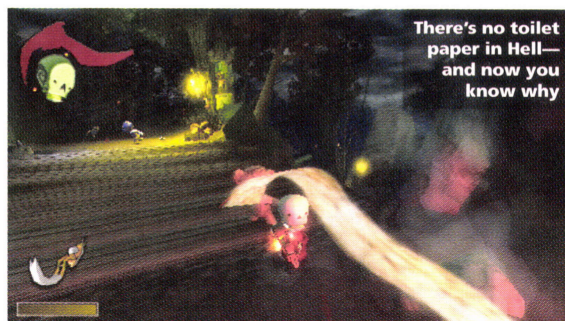




## DEATH JR. 2: ROOT OF EVIL

Publisher: Konami

In Stores: 4th Quarter 2006



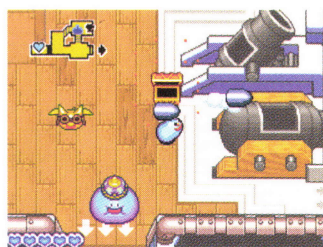
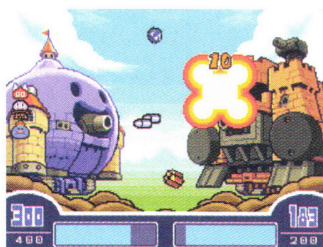
Death Jr. returns for more platforming peril in his second outing for the PSP. Players can now choose to play as either the diminutive reaper-in-training or his curious comrade Pandora, each with their own weapon sets and different methods of approaching and circumventing obstacles. New moves and weapons abound, including new wall-jumping techniques and the ever-impressive flaming toilet paper launcher. One of the biggest highlights added is a complete wireless cooperative mode that lets you and a friend tackle the entire game together.



## DRAGON QUEST HEROES: ROCKET SLIME

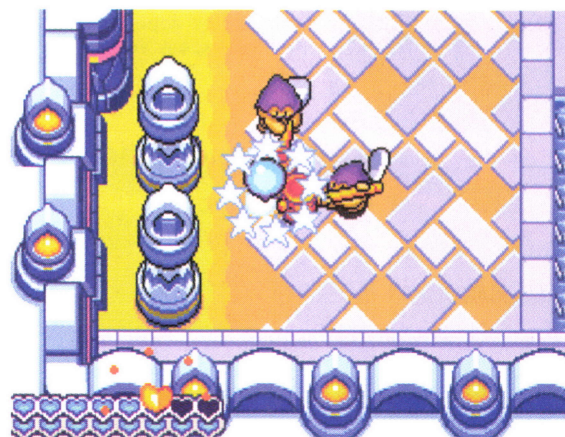
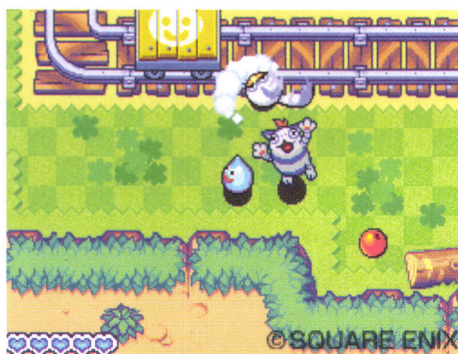
Publisher: Square Enix

In Stores: September



Rocket lives a peaceful life in Slimenia when it's suddenly overrun by "the Plob," a group of enemies who kidnap all the other Slimes. Rocket goes on a quest to free them, exploring a puzzle-filled world full of *Dragon Quest* monsters and using all the weapons and allies he gathers in each stage during a fierce tank battle at the end. Rocket can stretch and hurl himself to attack, or pick up objects (even other Slimes!) and carry them on his

head, three at a time. Tank battles are hilarious fights where you toss everything you've got into cannons to fire at your enemy, even yourself! Wireless multiplayer battles become frantic flingfests where the weapons and Slimes of up to four players can blot out the sky.



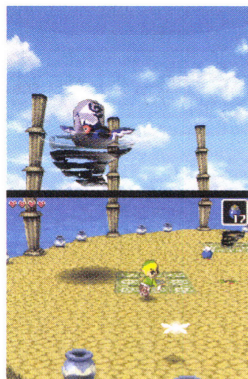
DS

## THE LEGEND OF ZELDA: PHANTOM HOURGLASS

Publisher: Nintendo In Stores: 4th Quarter 2006



Phantom Hourglass is the sequel to *The Legend of Zelda: The Wind Waker*. Months after the end of the latter game, an accident at sea separates



Link from Tetra and her pirates, leaving him stranded on a strange island. Most of the game's action is controlled with the stylus. Draw a curved path and Link throws his boomerang around a corner. Lower your map to the Touch Screen and you can chart a course which your ship will automatically follow, freeing you to man the cannons. There's also wireless multiplayer action—control Link and collect Force Gems while your friend controls enemies who try to stop him.

THE LEGEND OF  
**ZELDA**  
Phantom  
Hourglass

DS

## PHOENIX WRIGHT, ACE ATTORNEY: JUSTICE FOR ALL

Publisher: Capcom In Stores: 1st Quarter 2007



Phoenix Wright was released with little fanfare last year, but gained an enormous cult following, thanks to the game's humorous and intelligent design. The anime-style courtroom drama series was already a hit in Japan on the Game Boy Advance, under the title *Gyakuten Saiban* ("Reversal Judgment"). This latest sequel includes four new cases and some new gameplay elements. "Psyche Lock" is used



to catch liars on the stand, while a life bar represents Phoenix's credibility with the Judge—screw around too much and it's Game Over! Maya Fey returns as a full-fledged mystic, along with new characters Franziska von Karma (the revenge-seeking daughter of Manfred von Karma) and Maya's cousin Pearl Fey.

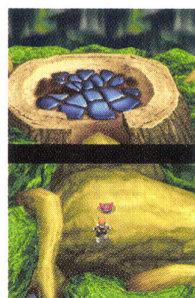
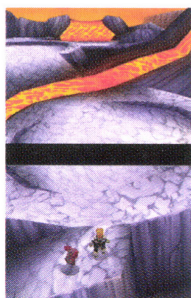


DS

## SPECTROBES

Publisher: Buena Vista In Stores: 4th Quarter 2006

Junior Interplanetary Patrol Officers Rallen and Jeena have made an important new discovery. Spectrobes are prehistoric creatures that can be unearthed and trained to fight their intergalactic enemy, the Krawl. In this anime-inspired RPG, players excavate Spectrobes by using the stylus and blowing the touch screen to clear dust off the fossils. Once they've been dug up, you can use voice activation to "awaken" them, then choose environments in which they can evolve to fight the Krawl. There are nearly 500 unique Spectrobes, and the choices a player makes will determine their appearance and abilities. Spectrobes and items can be traded and downloaded wirelessly or used in one-on-one combat against friends.



DS

## COOKING MAMA

Publisher: Majesco In Stores: 4th Quarter 2006



Cooking Mama is one of the most fun and innovative games we've played in some time. Your only job is to prepare different food dishes, and preparing a dish is very similar to making the dish in real life. The stylus acts as your controller and kitchen tool; use it to gently crack eggs, mix food around in a frying pan, chop onions, tenderize, slice, dice and just about everything else. If your food gets too hot, blow into the DS microphone to realistically cool down the dish. There are 76 real entrees to prepare, with 15 dishes being accessible from the start. You can even combine different recipes to make more complex meals.



# save **BIG**

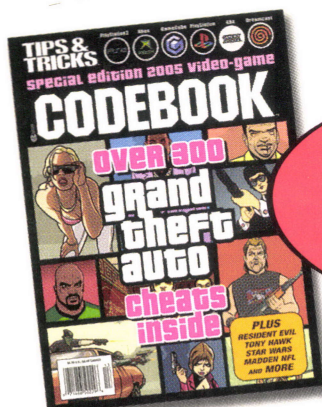
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# Upcoming Games

Release Dates Subject to Change

## AUGUST

50-Cent: Bulletproof (Vivendi) PSP  
 Bomberman: Act Zero (Konami) 360  
 Brave (Evolved Games) PS2  
 The Cheetah Girls (Buena Vista) GBA  
 Dead Rising (Capcom) 360  
 Dirge of Cerberus: Final Fantasy VII (Square Enix) PS2  
 Disgaea 2: Cursed Memories (Atlus) PS2  
 Frame City Killer (Namco Bandai) 360  
 The King of Fighters 2006 (SNK) PS2  
 LarryBoy and the Bad Apple (Crave) PS2 • GBA  
 Madden NFL 07 (EA Sports) PS2 • XB • GC • 360 • DS • PSP  
 Phil of the Future (Buena Vista) GBA  
 Star Fox DS (Nintendo) DS  
 The Suite Life of Zack and Cody (Buena Vista) GBA • DS  
 Tekken: Dark Resurrection (Namco Bandai) PSP  
 Tenchu: Time of the Assassins (Sega) PSP  
 World Championship Poker Featuring Howard Lederer "ALL-IN" (Crave) PS2 • PSP

## SEPTEMBER

Alex Rider: Stormbreaker (THQ) DS • GBA  
 Baten Kaitos: Origins (Nintendo) GC  
 Bounty Hounds (Namco Bandai) PSP  
 Dragon Quest Heroes: Rocket Slime (Square Enix) DS  
 Final Fantasy III (Square Enix) DS  
 LEGO Star Wars II: The Original Trilogy (LucasArts) PS2 • XB • GC • 360 • DS • PSP • GBA  
 Mario vs. Donkey Kong 2: March of the Minis (Nintendo) DS  
 Mortal Kombat: Unchained (Midway) PSP  
 Okami (Capcom) PS2  
 Phantasy Star Universe (Sega) PS2  
 Pokémon Mystery Dungeon: Blue Rescue Team (Nintendo) DS  
 Pokémon Mystery Dungeon: Red Rescue Team (Nintendo) GBA  
 Rush (Midway) PSP  
 Tom Clancy's Splinter Cell: Double Agent (Ubisoft) 360  
 Ultimate Ghosts 'n Goblins (Capcom) PSP  
 Unfabulous (THQ) GBA  
 World Championship Poker: Featuring Howard Lederer "ALL-IN" (Crave) 360  
 Yakuza (Sega) PS2

## 3RD QUARTER 2006

Camp Lazlo: Leaky Lake Games (Crave) GBA  
 Dance Factory (Codemasters) PS2  
 Danny Phantom: Urban Jungle (THQ) DS • GBA  
 The Fast and the Furious: Tokyo Drift (Namco Bandai) PSP • PS2  
 Foster's Home for Imaginary Friends (Crave) GBA  
 Games Explosion! (THQ) GBA  
 G-Turn Combat TV (Vivendi) PSP  
 The Legend of Heroes II: Prophecy of the Moonlight Witch (Namco Bandai) PSP  
 NRA Gun Club (Crave) PS2  
 Pac-Man World Rally (Namco Bandai) PS2 • XB • GC • PSP  
 Snoopy vs. the Red Baron (Namco Bandai) PS2 • XB • PSP  
 Sprint Cars: Road to Knoxville (THQ) PS2  
 Test Drive: Unlimited (Atari) PS2 • PSP  
 Thrillville (LucasArts) PS2 • XB • PSP

## OCTOBER

Children of Mana (Nintendo) DS  
 Clubhouse Games (Nintendo) DS  
 Dave Mirra BMX Challenge (Crave) PSP  
 Grand Theft Auto: Vice City Stories (Rockstar) PSP  
 Pokémon Ranger (Nintendo) DS  
 Super Paper Mario (Nintendo) GC

## NOVEMBER

Guitar Hero II (RedOctane) PS2  
 Nacho Libre (Majesco) DS  
 Resistance: Fall of Man (Sony) PS3  
 Untold Legends: Dark Kingdom (Sony Online) PS3

## 4TH QUARTER 2006

.hack//G.U. Vol. 1: Rebirth (Namco Bandai) PS2  
 Ace Combat X (Namco Bandai) PSP  
 Alone in the Dark (Atari) 360  
 Avatar: The Last Airbender (THQ) PS2 • XB • GC • Wii • PSP • DS • GBA  
 The Barbie Diaries (Activision) GBA  
 Barbie in The 12 Dancing Princesses (Activision) PS2 • GBA  
 Bratz: Forever Diamondz (THQ) PS2 • GC • DS • GBA  
 Brothers in Arms: Hell's Highway (Ubisoft) 360

Bully (Rockstar) XB  
 Cars (THQ) 360 • Wii  
 Cartoon Network Racing (Game Factory) PS2  
 Charlotte's Web (Sega) DS  
 Code Lyoko (Game Factory) DS  
 Dead or Alive: Xtreme Beach Volleyball 2 (Tecmo) 360  
 Destroy All Humans! 2 (THQ) PS2 • XB  
 Disney's American Dragon: Jake Long, Attack of the Dark Dragon (Buena Vista) DS • GBA  
 Disney's Chicken Little: Ace in Action (Buena Vista) PS2 • Wii • DS  
 Disney's Kim Possible: What's the Switch (Buena Vista) PS2  
 Disney's Little Einsteins (Buena Vista) GBA  
 Disney's The Little Mermaid: Ariel's Undersea Adventure (Buena Vista) DS • GBA  
 Disney Princess: Royal Adventure (Buena Vista) GBA  
 Eragon (Vivendi) PS2 • XB • 360 • DS • PSP • GBA  
 Eureka Seven Vol. 1: The New Wave (Namco Bandai) PS2  
 Every Extend Extra (Buena Vista) PSP  
 Final Fantasy XII (Square Enix) PS2  
 Flushed Away (D3) PS2 • GC • DS • GBA  
 Gears of War (Microsoft) 360  
 God Hand (Capcom) PS2  
 Gran Turismo 4 Mobile (Sony) PSP  
 Gitaroo-Man Lives! (Koei) PSP  
 The Grim Adventures of Billy & Mandy (Midway) PS2 • GBA  
 Halo 3 (Microsoft) 360  
 Hannah Montana (Buena Vista) DS  
 Hi Hi Puffy AmiYumi: The Genie & the Amp (D3) DS  
 HOT PXL (Atari) PSP  
 IGFX (Namco Bandai) PS2  
 John Woo Presents: Stranglehold (Midway) 360 • PS3  
 Justice League Heroes (WB Games) PS2 • XB • PSP  
 Killzone: Liberation (Sony) PSP  
 Kim Possible: Global Gemini (Buena Vista) DS  
 Konami's Chess Battle (Konami) PSP  
 Legend of the Dragon (Game Factory) PS2 • PSP  
 The Legend of Zelda: Twilight Princess (Nintendo) GC • Wii  
 The Legend of Zelda: Phantom Hourglass (Nintendo) DS  
 Lost Odyssey (Microsoft) 360  
 Lumines II (Buena Vista) PSP  
 Lumines Plus (Buena Vista) PS2  
 Lunar Knights (Konami) DS  
 Medal of Honor: Airborne (EA) PS2 • XB • 360 • PS3  
 Metal Slug Anthology (SNK Playmore) PSP • Wii  
 Metal Slug (SNK Playmore) GBA  
 Meteors: Disney Edition (Buena Vista) DS  
 Metroid Prime III (Nintendo) Wii  
 Mobile Ops: The One Year War (Namco Bandai) 360  
 Mortal Kombat: Armageddon (Midway) PS2 • XB  
 My Little Pony: The Runaway Rainbow (THQ) GBA  
 Nicktoons (THQ) PS2 • GC • DS • GBA  
 Noddy: A Day in Toyland (Game Factory) GBA  
 Noddy and the Magic Book (Game Factory) PS2  
 Open Season (Ubisoft) PS2 • XB • GC • DS • PSP • GBA  
 Phantasy Star Universe (Sega) 360  
 Power Stone Collection (Capcom) PSP  
 Rayman: Raving Rabbids (Ubisoft) PS2 • XB • GC • 360 • Wii • PS3  
 Saint's Row (THQ) 360  
 The Santa Clause 3 (Buena Vista) GBA  
 Scarface: The World is Yours (Vivendi) PS2 • XB • 360 • PS3  
 Scooby-Doo! (THQ) DS • PSP  
 SNK vs. Capcom: Card Fighters (SNK Playmore) DS  
 Sonic the Hedgehog (Sega) 360 • PS3  
 Spectral Souls (NIS) PSP  
 SpongeBob SquarePants: Creature from the Krusty Krab (THQ) PS2 • GC • Wii • DS • GBA  
 Star Trek: Legacy (Bethesda) 360  
 Star Trek: Tactical Assault (Bethesda) DS • PSP  
 State of Emergency 2 (SouthPeak) PSP  
 Steel Horizon (Konami) DS • PSP  
 Strawberry Shortcake's Adventures in the Land of Dreams (Game Factory) DS  
 Superman Returns (EA) PS2 • XB • GC • 360 • DS • PSP  
 Tales of the Abyss (Namco Bandai) PS2  
 That's So Raven: Psychic on the Scene (Buena Vista) DS  
 Too Human (Microsoft) 360  
 Valkyrie Profile 2: Silmeria (Square Enix) PS2  
 Viva Piñata (Microsoft) 360  
 Witch (Buena Vista) GBA  
 WWE SmackDown vs. RAW 2007 (THQ) PS2 • 360 • PSP  
 Xenosaga Episode III: Also Sprach Zarathustra (Namco Bandai) PS2  
 Yggdra Union (Atlus) GBA

# READER MAIL

If you send us a letter, Earl will deliver it to us.



**TIPS & TRICKS** 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211

READER MAIL

## HAPPY MEALS

First, I love your magazine! I also like your new format, and although I'm not into Mega Man or comics, the articles are well organized. I just have one suggestion: Create a monthly column about Sonic the Hedgehog! If there is no room for a Sonic monthly column, get rid of *Gaming 2 Go*. It's the only column I skip over, and none of my friends read it, either. See, it's not the column...it's what it's about. If people want to see what cell phone games are out or coming out, they usually check out the Internet. Besides, Sonic will definitely appeal to more people than *Gaming 2 Go* does. Just look at Sonic's past; he's delivered a lot of action-packed and breath-taking games with solid storylines. He's also starred in Saturday morning cartoons, comics and even in Happy Meals, and EVERYONE has had a Happy Meal at some point! If you publish this letter, you are the coolest people ever! If you don't, you're still cool in my book. Thanks, everyone! Thanks, Earl! Keep up the good work!

—Leanna Hengst  
Niagara Falls, NY

We love Sonic, but our overworked art director Lisa will kill us if we ask her to design yet another logo for yet another new column. And we like to stay alive. Stay tuned, though; once she gets a break, who knows?

## NOT SO SPECIAL

Your magazine is great. I like the way it is neatly organized. I have a few questions. In issue #136 you said that there was a special ending in *Kingdom Hearts II* if I beat Proud mode. I did this and didn't get a special ending. What am I doing wrong? My next question is, when is the Nintendo Wii coming out?

—Brandon Burrows  
Antioch, CA

What probably happened is that you did see the special ending, but you didn't realize it because it's just an adden-

dum that appears after the normal ending. It's very short, and also somewhat confusing.

Nintendo has not announced a specific release date for the Wii, but has assured us that it will be released in 2006. Our best guess is that it will appear in October or November...but that's just a guess.

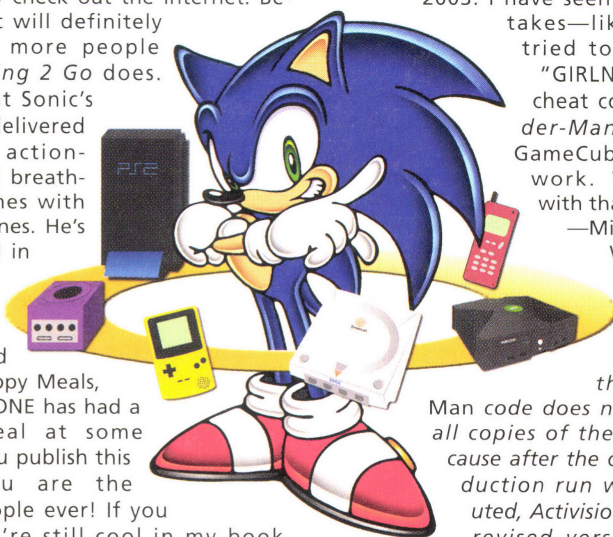
## THE GIRL NEXT DOOR

I have been subscribing since (I think) 2003. I have seen a few mistakes—like, when I tried to enter the "GIRLNEXTDOOR" cheat code for *Spider-Man* on the GameCube, it didn't work. What's up with that?

—Michael Welch  
Wilmington, NC

Unfortunately, that Spider-

Man code does not work on all copies of the game, because after the original production run was distributed, Activision released a revised version of the game just to take that code out. In the original version, the code lets you play as Mary Jane. The reason the code was taken out in later versions was because there is a scene in the game where Spider-Man kisses Mary Jane, and when you play with that code in place, Mary Jane ends up kissing herself. Someone complained. There's always somebody out there who ruins it for the rest of us!



## YOU GO, EARL

I have been subscribing to *TIPS & TRICKS* for two years and I plan to keep subscribing until you go out of business (which I hope never happens). Anyway, I have a few questions and suggestions I'd like to have answered and published (please).

1) I know you get this a million times a day, but bring back the *Hard Core* column, because I am a hardcore gamer.

2) I have a solution to the problem with *Pencil Puzzles*. You could change the name to *Pen Puzzles*, because it does work.

3) When is *Tom Clancy's Splinter Cell: Double Agent* coming out? I have looked everywhere for it and can't find it. I asked the guy at Wal-Mart when it comes out, and he said it didn't come out until September, but your March 2006 issue (#133) said it was supposed to come out in March. What's wrong here?

4) Did the producers of *Metal Gear Solid 3* ask you if they could put your magazine in their game or did it surprise you, too?

—Larry Warfield  
Corbin, KY

P.S. Thanks, Earl, for delivering my letter. My mom wants to know if you're married.

1) Check out the Bonus Giveaway sweepstakes on page 25. To enter for your chance to win the Xbox 360, you have to answer a bunch of questions which have been sneakily designed to get our readers to tell us what they really want out of *TIPS & TRICKS*. One of the questions specifically asks, "Which of our discontinued monthly columns would you like to see return to the pages of *TIPS & TRICKS*, if any?" So the best way for you to get your monthly Armored Core fix is

Continued on Page 38



Mary Jane Watson, meet Mary Jane Watson. Somebody's mom was offended by this *Spider-Man* cheat code.



**TIPS & TRICKS #75 sits in plain view on top of this table in Metal Gear Solid 3: Snake Eater.**

to check the box that says "Hard Core" and send in the survey. If we get enough people asking for something, we're gonna try hard to give it to them

2) See the answer to Question 1 above.

3) Game companies change their release dates all the time. In this case, Ubisoft decided to delay the release of Tom Clancy's Splinter Cell: Double Agent until September...but by the time the change was announced, our issue was already out.

4) Yes, they did ask us for a TIPS & TRICKS cover to include in the game. We were very flattered to be included. They also wanted a back cover image, so we sent them a scan of a 1988 magazine ad for the original Metal Gear NES game (you can see the ad by having Snake shoot the TIPS & TRICKS magazine or hack at it with his knife to flip it over). The ad never actually appeared in TIPS & TRICKS, but we thought it would be a cool surprise for fans of the series.

Tell your mom that Earl says "hi." He's not married...but that doesn't necessarily mean that he's not attached.

#### NAME THAT GAME

I have been getting your magazine for just a couple of months now, and I REALLY enjoy reading every single word of it. O.K., to get to the point: On page 83 of the TIPS & TRICKS 2006 VIDEO-GAME CODEBOOK, on the bottom left side under Konami Collector's Series: Arcade Advanced, there is an orange (or is it peach?) box without the name of the game. I was just wondering what that game was. Love your mag!

—Dalton Drews Wittenberg, WI

P.S. If you don't publish this letter, could you please at least mention the accident?

The game in question was LEGO Star Wars, and it was all Chewbacca's fault.

He was trying to type the name in, but he must have smashed the **DELETE** key with his huge paws by mistake. He'll never work for us again!

#### KART BEFORE THE HORSE

Has there ever been a Super Mario Kart game for the Super NES? Recently, my friend and I were in a game store near where we live. He asked the manager

there if they had a copy of Super Mario Kart for the SNES. The look the manager gave him told me something was up; then he opened his mouth and informed my friend that not only do they not have a copy, but that there was NEVER, I repeat, NEVER a copy of Super Mario Kart for the SNES. I know that there is such a game, as does my friend. But this manager doesn't seem to realize that the game exists. The man is convinced there is no such game. And no amount of arguing with him changed his mind. Disgusted, we left the store. Short of finding a copy and showing it to him, what should I do to convince him?

—Mike Williams Forsyth, MO

We've heard of atheists, but not believing in Mario? Now that's blasphemy. Super Mario Kart for the Super NES came out in 1992. Over 8.75 million copies were sold worldwide, which means that approximately one out of every 750 people on the earth owned a copy of the game at one time or another. Now, the 2000 census showed that the population of Forsyth is nearly 1,700, so there should be at least two of those 8.75 million people in your town, statistically speaking. If you can't locate either of them, you can show this copy of TIPS & TRICKS to the store manager as proof—we are video-game experts, after all!

**See what it says on that ribbon there? "Million Seller." Eight times over, actually.**

#### ALL OUR INFORMATION

I have been a subscriber for a few months, and I have a few questions for you.

1) Where do you get all your information from?

2) How long have you guys been in business?

3) What's your favorite first-person shooter?

4) What's it like writing a magazine about games?

—Matthew Byron Louisville, KY

Hey Matthew...welcome aboard!

1) It really depends on the kind of information we need. Most of what we know about video games was learned by talking to the game companies and playing their games endlessly. For everything else, our editors usually double as resident experts on a variety of topics. For example, Geoff is a walking encyclopedia of skateboard and rock guitar knowledge, while Chris B. has practically every Our Gang and Three Stooges short subject committed to memory. If we ever need to know anything about penguins, Charlotte has got us covered, and Abbie and Niles are experts on how to survive a zombie apocalypse.

2) TIPS & TRICKS has been in business since 1994.

3) Abbie's the only member of the staff who plays FPS games with any regularity, and her favorite series is Half-Life. But nothing will ever top GoldenEye 007 for the Nintendo 64.

4) Remember that night when you decided to eat your entire bag of Halloween candy instead of waiting like your parents told you to? It's like that, except without the indigestion.

#### NECESSARY EVIL

I am a Christian gamer, and I try to avoid playing video games that have satanic themes or demonic imagery. I'm not all stuck up about it, but I do try to





avoid that stuff because it's just not what I'm into. Lately I've been playing *Road Trip: Shifting Gears* on my Game Boy Advance and enjoying it, but I'm upset about a turn of events in the game where a series of "Devil" parts has become unlocked, like Devil Engine, Devil Steer, etc. I would rather not use these parts because of my principles, but I'm at a point in the game where I can't seem to beat some of the races unless I get some upgrades, and the Devil parts are the only ones available that are better than the ones I have equipped. Can you give me a cheat code or something that will help me to get past this? Because I liked the game up until this happened and I don't want to have to stop playing it.

—Donnell Adkins  
Fort Worth, TX

*There is a cheat code that allows you to unlock a series of powerful "Dragon" parts, which might help you. Unfortunately, the code can't be used until you have cleared a certain part of the game, and you're obviously not that far yet, because the game will tell you how to enter the code when you reach that point in the game where you're allowed to use it.*

*We suggest that you go through all the race types and make sure that you've placed first in every one. There are a lot of parts that are awarded for coming in first, and you might have missed one that will help you. But don't feel bad if you are forced to use a Devil part to beat a race or two, because you will surely find redemption in the "Angel" series of parts that will be unlocked next! They are all more powerful than the Devil parts you've been trying to avoid.*



**"Angel" parts outperform "Devil" parts every time, especially if your car looks like a giant turd with sunglasses.**

# QUESTIONS, NOW

I'm going to ask questions now.

1) Who started and came up with the idea for *TIPS & TRICKS* magazine?

2) What is your favorite video game? I mean, you must have one. You don't have to tell me everyone's favorite game for every system, but do the editors have a combined favorite all-time video game?

3) How come you don't have any cheats for *Jak & Daxter*, *Jak II* and *Jak 3*? Are there any at all?

4) Would you call yourselves online gamers or console gamers?

5) Which issue of *TIPS & TRICKS* is your favorite (besides the very first one, which was cheesy)?

6) This is my last question, promise. How many games would you say that you all have beaten?

Thank you for your time...and thanks to Earl for delivering this.

—Chris Gutierrez  
Cypress, CA

*1) That's kind of a long story, with a lot of people involved. TIPS & TRICKS started as a spinoff from a monthly cheat code column in a magazine called VIDEOGAMES, which was originally known as VIDEOGAMES & COMPUTER ENTERTAINMENT (VG&CE). The original author of this column, Donn Nauert, tried to convince the publisher of VG&CE to launch a tips magazine way back in 1991, but his idea never came to fruition. After Nauert left the magazine in '92, his cheats column became the responsibility of VG&CE associate editor Chris Bieniek (whom you may know as the current TIPS & TRICKS editor in chief, our fearless leader).*

*Anyway, the name of the cheats column in VG&CE was Easter Egg Hunt, because video-game secrets were commonly referred to as "Easter eggs" in those days. However, during a focus group study in 1993, we learned from a group of readers that they didn't recognize the term "Easter egg" as it related to video games. Because the cheat codes were not clearly identified, one young reader blurted out, "This magazine doesn't have any tips and tricks in it!" Taking*

*a direct cue from this outspoken kid (whose name, unfortunately, has been long forgotten) VG&CE executive editor Andy Eddy decided to change the name of the cheats column to Tips & Tricks, effective immediately. (Yes, the same Andy Eddy currently handles our Gaming 2 Go column.)*

*In 1994, a guy by the name of Chris Gore, who was the editor in chief of VIDEOGAMES at the time, decided that an all-tips magazine might be well received by video-game fans. Aside from writing the text that appeared on the cover of our "cheesy" debut issue, Gore didn't actually do a lot of work on TIPS & TRICKS, but to give credit where it is due, he's the guy who came up with the idea to turn TIPS & TRICKS into its own magazine and was able to convince our publisher that the idea was worthwhile.*

*2) We've all got different tastes in this office, but pretty much everyone here loves Guitar Hero. Rock on!*

*3) We tend to only print tips if they are button codes or passwords. The Jak*

*games don't seem to have any of these; most of their secrets involve unlocking bonuses after hours and hours of play, which is not really "cheating" in our book. But we'll keep looking!*

*4) TIPS & TRICKS covers console games exclusively, although some of the editors play online PC games at home.*

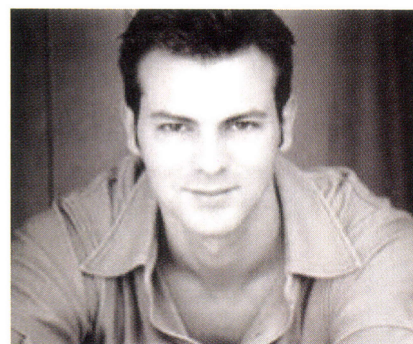
*5) It's most definitely NOT the first one. Hmmm...another tough question. We'd have to say that the issue you're currently reading is our favorite. But we'll probably change our minds in another month or so.*

*6) This question elicited different responses from everyone in the office. Each of us has beaten at least 100 games, some even upwards of 500. So if we had to guess, the total for all of us is probably at least several thousand.*

## HAYTER AID

Can you guys please put a picture of David Hayter (the voice of Snake in the *Metal Gear* games) in the magazine? I would greatly appreciate it. Peace out!

—Levi Lolón  
Holyoke, MS



Here you go! (What's with all the *Metal Gear* letters this month?)

## TOKEN OF THE MONTH



Front



Back

**This month's arcade token comes from Zap Zone, which reader Brenton Anderson describes as a "half lazer tag, half arcade place" in Pearland, Texas. Thanks for the token, Brenton!**

Arcade players and operators: Send us a token from your favorite arcade. If we choose it as our "Token of the Month," we'll print your name right here. Put the token in a secure envelope (so it doesn't come loose) and send it to:

Token of the Month  
TIPS & TRICKS Magazine  
8484 Wilshire Blvd., Suite 900  
Beverly Hills, CA 90211

# ACTION PACKED

Video-Game Action Figures & Toys by Mark Johnson

Vol. 1



## resident evil® Series 2

How much do you love *Resident Evil 4*? Really, that much? Well, the folks at NECA are going to give you a chance to prove it as their *Resident Evil 4* line continues with Series 2. Featuring a slew of Ganados and zealots, this set of highly detailed 7" figures should be available right about the time you read this. Set 'em up on your shelf and let them scare the crap out of that wussy Solid Snake figure down at the end. The prices are a little steep—about 12 bucks a pop—but if you're a true "survival horror" fan, you won't be able to pass them up. Keep an eye out for the rare "chase" figure, an Iron Maiden Regenerator variant; there's only one in every five cases.



Iron Maiden Regenerator & "Thermal Scope" Variant



Garrador



Red Zealot Leader



Jack Krauser



Los Illuminados



## THREE GIRLS AND A NINJA

There are two types of people in this world: those who like zombies and those who like ninjas. Actually, we like zombies and ninjas equally, but for those of you who don't get down with the creeps from *Resident Evil 4*, Kotobukiya has been kind enough to release a series of statues from Tecmo's punishing masterpiece *Ninja Gaiden*. Ryu Hayabusa, the most badass of badasses, stands tall next to the equally amazing statues of Ayane, Rachel and Kureha. Pick up your favorite ninja this month!



# NINJA GAIDEN



## PLAY ARTS SERIES I

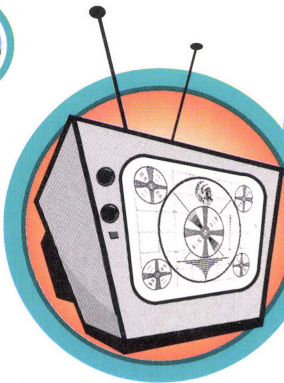
It's unfortunate that Kotobukiya's super-detailed, super-articulated *Kingdom Hearts II* Play Arts figures won't be available in North America until this fall, but they sure look like they'll be worth the wait. The first series includes Sora, Kairi, Roxas and Axel, all roughly six inches tall, plus accessories. We can't wait to see who might be in Series II!



## Custom Corner

Did you ever get tired of waiting for some company to make an action figure out of your favorite video-game character and decide to make your own? Do you have a custom statue of that dude with red pants from *Contra* standing right next to your Simon Belmont with whipping-action figure? We want to see 'em! Just send us a few photos of your custom video-game figure and tell us how you made it; we'll pick the best reader submission each month and show your custom creation to the world!

Send your photos to **Custom Corner**, c/o **TIPS & TRICKS**, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, or e-mail digital photos to [pictures@tipstricks.com](mailto:pictures@tipstricks.com).



by James McDonough  
and Adam Patyk

# Animation Station

Vol.  
2

VIDEO-GAME ANIME AND CARTOONS

## BALLS-OUT ACTION

**Atari Pumps Out More *Dragon Ball Z* Titles for 2006**

With dozens of movies, a long-running show on Cartoon Network's *Toonami* block and over 10 million games sold to date (not to mention a hero with the power to transform into a giant fireball-throwing monkey), *Dragon Ball Z* remains one of the most popular anime franchises in the world. Nobody knows that better than game-maker Atari, who promises that the best is yet to come for *DBZ* fans in 2006.

***Super Dragon Ball Z* (PS2, Summer)**

From *Street Fighter II* producer Noritaka Funamizu comes this all-new *DBZ* brawler. Also known as *Chou Dragon Ball Z* in Japan, this popular arcade game trades in the free-roaming and expansive arenas of



recent *DBZ* games for a more traditional close-quarters combat experience. That said, this is *Dragon Ball Z*, so players

can expect to take their battles to the air, as well as use their incredible super-powers to bend the environment to their advantage. Old-school fighting fans will be happy to know that all those familiar quarter- and half-circle techniques can now be used to activate the *DBZ* characters' trademark over-the-top maneuvers and special moves, resulting in lightning-fast combos and aerial fisticuffs worthy of the show itself. The cast of 13 characters includes the usual suspects like Goku and Piccolo, along with some more eclectic choices (including Goku's main squeeze, Chi-Chi). There's even an all-new version of tough-guy Mecha Frieza to unlock as well.

***Dragon Ball Z: Budokai Tenkaichi 2* (PS2/Wii, Fall)**



The latest addition to the popular *Budokai* series can be summed up in three words: bigger, better, badder! Following in and expanding on the footsteps of the most well-received *DBZ* game to date, the sequel promises all of the action/fighting/RPG-style gameplay that made the original such a crowd-pleaser—and then some! With nine different game modes, 15 huge (and destructible) 3-D environments, a full story mode that chronicles nearly every version of the

various *DBZ* anime sagas and over 100—yes, you read that correctly, over 100—playable characters, this just might be the ultimate *DBZ* experience!

## DOUBLE X

Ever wish you could watch Sega's super-powered speedster in slow-mo? Well, now you can...with the *Sonic X: Season 5 Set*, due in September from Funimation and featuring not one, but two DVDs' worth of spiky-haired goodness! Better get moving!



## Hard Time

Henshin-a-go-go and snag yourself Volume 3 of Geneon's *Viewtiful Joe* DVD series, in which Capcom's popular slacker-turned-superhero finds himself up against mind-controlling toys, facing the hot-headed villain Fire Leo and even getting locked up in the pokey. Talk about a busy weekend!



## FIGHTERS CLUB



Watch out, *Street Fighter*, 'cause the king is back—*The King of Fighters*, that is! The upcoming PS2-exclusive is set for release this fall with a special added bonus: the four-episode anime series *King of Fighters: Another Day*.



# REWIND

## Classic Video-Game Animation

### STREET FIGHTER II

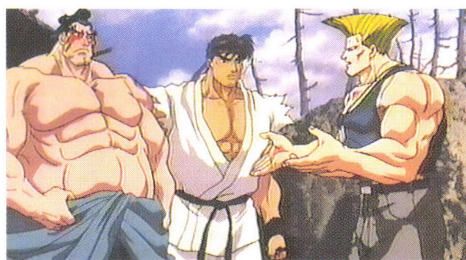
When *Street Fighter II* hit arcades back in the early '90s, it started a phenomenon that spilled into everything from comics to toys to cartoons (and even a really bad live-action movie). To celebrate the release of Capcom's *Street*

*Fighter Alpha Anthology* this summer, we whipped up a quick run-down of the franchise's various animated offerings, complete with our own patented "Blanka Heads" rating system. *Hadouken!*

#### Street Fighter II: The Animated Movie (1994)



The one that started it all! This Japanese theatrical release is heralded as the best of the *SF* films and boasts appearances from the entire cast of *Super Street Fighter II*, kicking butt and taking names. As an added bonus, the Japanese version has a rare (and completely uneventful) cameo by *SF* bad boy, Akuma. And if the final battle of



M. Bison versus Ken and Ryu doesn't make you wince, then you should be trying out for the UFC instead of reading this.



#### Street Fighter: The Animated Series (1995)



The red-headed stepchild of the franchise, this U.S.-produced series took up where the live-action movie left off, which may not have been a good thing. Borrowing heavily from *G.I.*



Joe and similar 'toons of the day, the series featured a sort-of-cool intro...and... well, that's pretty much it.



#### Street Fighter II V (1996)



Taking some creative license with the *SF* mythos (particularly with certain story elements and character designs), this Japanese series features Ken and Ryu on an epic, globe-trotting quest to learn different martial arts—courtesy of Ken's no-limit credit



card, of course. Also, eagle-eyed fans should be on the lookout for even more Akuma cameos. Sheesh...that guy really gets around!



#### Street Fighter Alpha (1999)



Ryu finds himself at odds with the mysterious Dark Hadou, a malevolent energy brewing deep within him. Things spiral out of control, culminating in the young warrior using his powers to blow a hole through the chest of an evil cyborg scientist!



(What the...?!) Well, at least real *Alpha* characters make an appearance, including Sakura, Rose and everybody's favorite punching bag, Dan Hibiki.



#### Street Fighter Alpha Generations (2005)



In this prequel to the first *Alpha* movie, Ryu is on a collision course with Akuma (oddly referred to by his Japanese moniker, Gouki)—the warrior responsible for slaying Ryu's master, Gouken. While it does feature some cool animation and fun fight



sequences, it just doesn't have the chops necessary to knock *Street Fighter II: The Movie* from the top of the heap.



## RAIJIN GLOSSARY

### A Crash Course in Animation Jargon

#### OVA (Noun)

OVA (Original Video Animation) is a term used to describe any anime that is released for retail sale without first being broadcast on TV. Such a release is also sometimes referred to as an OAV (Original Animated Video). It's the Japanese anime equivalent of a direct-to-video movie, basically. The format started in the 1970s, became wildly popular in the 1980s and eventually tapered off in the '90s. The trend has recently seen new life, with many series now offering DVD-only episodes.

#### "Budokai Tenkaichi" [budōkai tenka'ichi]

A combination of two terms, it's actually a slightly transposed version of the Japanese original, "Tenkaichi Budokai" (roughly meaning the "Strongest Under the Heavens Martial Arts Tournament"). More commonly known to English-speaking fans of *Dragon Ball Z* as the World Martial Arts Tournament, it's where the strongest fighters of the DBZ universe crack each other's skulls for supremacy. Victory is achieved when an opponent touches the outside of the ring, gets knocked out for 10 seconds or more, or gives up. Killing is forbidden in the tournament (although some baddies try to squeeze past that little restriction...jerks).



# MEGA MANIA

MEGA MAN NEWS • TIPS PREVIEWS • STRATEGY

by Pat Reynolds

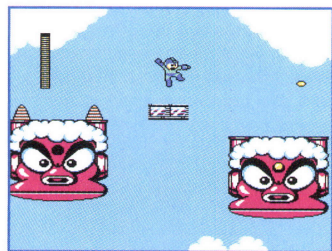
Vol.  
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## MEGA MAN'S GREATEST HITS

As a fan of Mega Man for nearly 20 years (the original *Mega Man* game appeared on the Nintendo Entertainment System in the U.S. during 1987), I sometimes forget that not everyone has played all of the games starring the diminutive robotic hero. Dozens of *Mega Man* games have been released over the past two decades, but not all of them are good starting places for a *Mega Mania* neophyte. If you're wondering why Mega Man deserves his own monthly column in *TIPS & TRICKS*, I have compiled a list of ten *Mega Man* games that will serve to give you a solid introduction to the character and his world. Pick any of them and you're guaranteed to have a memorable and enjoyable gameplay experience.

### MEGA MAN 2

**SYSTEM:** Nintendo Entertainment System (NES)  
**YEAR:** 1988



The original *Mega Man* game was a sleeper hit. It was released in the U.S. to very little fanfare. I found it in a bargain bin at a local supermarket not long after it was released.

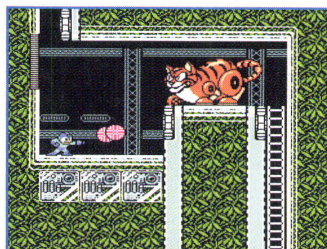
Those of us who discovered the brilliant gameplay, perfect controls and charismatic hero of the game knew that it was something special. The rest of

the gaming population was not awakened to the *Mega Man* phenomenon until the sequel appeared the following year. *Mega Man 2* has many features that make it better than the original game—larger enemies, better stage design, easier difficulty (the original game can be extremely frustrating at times) and a convenient password system that lets players continue where they left off rather than having to play the game from the beginning each time. *Mega Man 2* is the game that made Mega Man famous and paved the way for the many games to follow. This game, along with seven other original series *Mega Man* titles, can also be found in the recent *Mega Man Anniversary Collection* for PS2, GameCube and Xbox.

### MEGA MAN 3

**SYSTEM:** Nintendo Entertainment System (NES)  
**YEAR:** 1990

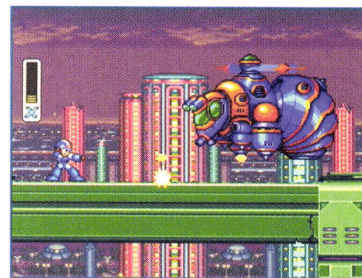
Although *Mega Man 2* is widely regarded as the best game in the original *Mega Man* series, *Mega Man 3* is my personal favorite from the NES *Mega Man* era for several reasons. Mostly, though, I see it as the last great *Mega Man* title of the NES era. It features interesting and memorable bosses and really shakes up the established *Mega Man* formula. After defeating the eight robot masters, you're presented with four remixed boss stages, in which you'll face off against the eight bosses from *Mega Man 2*. This extends the gameplay and basically doubles the number of boss robots you battle against. *Mega Man 3* also introduces Proto Man, an early Dr. Light robot design, and Rush, Mega Man's faithful robo-canine whose ability to transform into various modes of transportation replaces *Mega Man 2*'s somewhat generic Items 1, 2 and 3 with a more personable entity. This game is also included in *Mega Man Anniversary Collection*.



### MEGA MAN X

**SYSTEM:** Super Nintendo Entertainment System (SNES)  
**YEAR:** 1993

The debut of Mega Man on the SNES takes place long after the events of the original 8-bit titles. With gameplay based on the *Mega Man* series, this game introduced Zero, who would eventually become a playable character in later *Mega Man X* titles and get his own spin-off series on the Game Boy Advance. Mega Man gets new abilities in this game as well—he can now cling to walls, leaping from wall to wall to reach high areas, and he finds and equips pieces of armor that give him special abilities as the game progresses. This game, along with the rest of the *Mega Man X* titles, can also be found in the recent *Mega Man X Collection* for PS2 and GameCube.



### MEGA MAN SOCCER

**SYSTEM:** Super Nintendo Entertainment System (SNES)  
**YEAR:** 1994



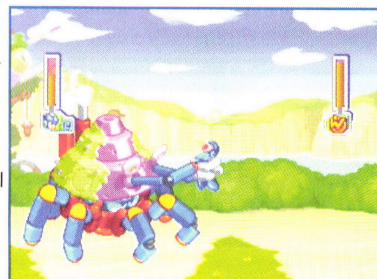
Easily one of the strangest appearances of Mega Man ever, this soccer game features the largest cast of characters from past *Mega Man* games ever assembled in a single game. Although it's certainly not the best *Mega Man* game (or even the best soccer game, for that matter), *Mega Man Soccer* is clever, original and

more fun than you might expect. The biggest problem is actually finding a copy—unlike most of the 8-bit and 16-bit *Mega Man* titles, *Mega Man Soccer* has yet to be included in a compilation title such as the *Mega Man Anniversary Collection*.

### MEGA MAN 8

**SYSTEM:** Saturn, PlayStation  
**YEAR:** 1997

*Mega Man 8* is notable for being the original series game that made the transition from the 16-bit era (*Mega Man 7*) to the next generation of game platforms. The benefits from the move to more powerful hardware are crisper and more detailed graphics, larger enemies and cartoon-style animated cutscenes. This game also features some nice improvements to the *Mega Man* formula, including the ability to fire the Mega Buster with a boss weapon selected, letting Mega Man easily alternate fire between two weapons. This game can also be found in *Mega Man Anniversary Collection* for PS2, GameCube and Xbox.





## MEGA MAN LEGENDS

**SYSTEM:** PlayStation (also released later on the Nintendo 64 as *Mega Man 64*)

**YEAR:** 1998



A complete break from tradition for the *Mega Man* series, *Legends* recasts the popular hero in a completely 3-D world with a new cast of characters and enemies. Gameplay is dramatically different as well—gone are the linear stages with robot master bosses waiting to be defeated at the end,

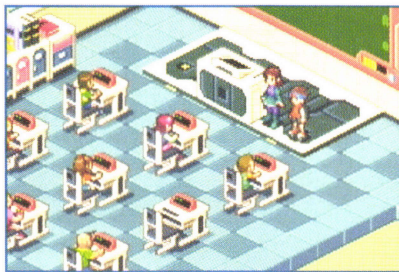
replaced here by an action/adventure hybrid that has Mega Man spending equal time gathering information from people in town and heading out to the countryside or into mazelike facilities to do battle against various enemies. Although considered by many purists as a game that's outside of the *Mega Man* canon, *Legends* is a fun game that holds up well even today. The game was followed by a sequel, *Mega Man Legends 2* and even spawned a spin-off, *The Misadventures of Tron Bonne*, for the PlayStation.

## MEGA MAN BATTLE NETWORK

**SYSTEM:** Game Boy Advance

**YEAR:** 2001

It seems that Mega Man is constantly being re-imagined by his creators for each series of games in which he appears. The *Battle Network* series has by far the most drastically changed incarnation of Mega Man yet. The main character, Lan, is a



young boy who interacts with a virtual world through Mega Man.EXE, a personality construct who exists only in this world within the machine. Mega Man.EXE must navigate the cyber world to battle against viruses and evil constructs that have learned to control real world technology and use machinery to launch attacks. Mega Man collects chips that can be used in battles to give him new attacks and abilities. The battle system here is a cross between traditional action and turn-based RPG styles. Players have direct control of Mega Man.EXE, but his attacks are time-based and dependent on his position in relation to his opponents. It's a neat concept; it brings more strategy into the proceedings than the standard run-and-gun of typical *Mega Man* games, but still offers more action than the turn-based menu-fest of RPGs.

## MEGA MAN X COMMAND MISSION

**SYSTEM:** GameCube, PlayStation 2

**YEAR:** 2004



This title takes the characters of the *Mega Man X* series and puts them

into a traditional console RPG setting. Random battles with turn-based combat similar to the *Final Fantasy* games are the order of the day here. If you're a fan of RPGs rather than action-oriented platform jumping, this would be a good choice for a new *Mega Man* fan to check out.

## MEGA MAN ZERO 4

**SYSTEM:** Game Boy Advance

**YEAR:** 2005



Aside from Mega Man himself, Zero may be the most popular character in the *Mega Man* universe. After his first appearance in *Mega Man X*, fans begged for the chance to play as the plasma sword-wielding Maverick Hunter. When Capcom finally gave

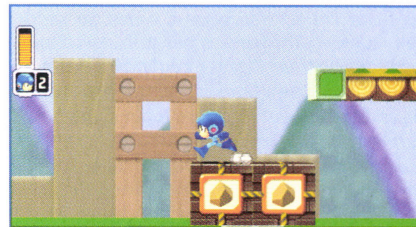
players that chance in the fourth *Mega Man X* title, they must have realized that they had the makings of a new franchise on their hands. And so *Mega Man Zero* was established, a Game Boy Advance exclusive series featuring Zero as the main character. The first three games were well-received but universally proclaimed to be just plain too difficult. Indeed, these games can test the resolve of even the most hardcore 2-D platformer fan. With *Mega Man Zero 4*, Capcom finally relented and dialed down the difficulty, producing a game that is a lot of fun to play for fans of all skill levels.

## MEGA MAN: POWERED UP

**SYSTEM:** PSP

**YEAR:** 2006

This remake of the original NES *Mega Man* game features upgraded graphics, gameplay and stages. Capcom went an extra mile with this release, including a remixed version of the original game as well as a faithful adaptation of the classic, albeit with the improved graphics substituted for the dated NES pixels. In addition, Capcom added two brand-new robot masters to the game as well as a versatile and powerful stage construction mode, which lets *Mega Man* fans build their own levels and then post them to a special download site accessible from within the game. Owners of the game can use the PSP's wireless connectivity function to upload their own custom stages as well as download new stages created by other players, giving the game endless replay value through a constant stream of new content.



## MEGA MAN POWERED UP

### CONSTRUCTION MODE SHOWCASE

If you own *Mega Man: Powered Up* and have created a Construction mode stage that you'd like to be showcased in a future *Mega Mania* column, please send us a letter that includes the name of your stage and where to find it on the download site. Feel free to also include any gameplay tips for your stage, a short description of its features and/or anecdotes about the creative process. Send this info to:

**Mega Mania**  
c/o TIPS & TRICKS  
8484 Wilshire Blvd, Suite 900  
Beverly Hills, CA 90211

Keep reading *TIPS & TRICKS* and *Mega Mania* and you might see your custom stage displayed here for all of our readers!





# VIDEO GAME COMICS

## and Comic Book Games

If you love comic books as much as you love video games, you must have noticed by now that there's a lot of synergy between the two. What's that? You had no idea? Well, pay attention, true believer, because this monthly column is going to tell you everything you need to know about comic books based on video games, and video games based on comic books. If you come away inspired—if these humble words guide you into your local comic shop to sample its wares—then we'll have done our job, and done it well.

Vol. 4

### Schoolgirl Shoryuken! Sakura Stars in New *Street Fighter Legends* Comic



We've always had a soft spot for Sakura, the feisty teenage fighter introduced to the world in *Street Fighter Alpha 2*; in fact, she's been on the cover of *TIPS & TRICKS* several times. So we're naturally looking forward to her solo adventure in the upcoming *Street Fighter Legends: Sakura* mini-series from Udon Comics. Sakura has always tried to emulate *Street Fighter's* main character, Ryu, but in this four-issue story arc, you'll see her learn from encounters with fighters like E. Honda, Zangief and even everybody's favorite punching bag, Dan Hibiki. Issue #1 arrives in August; written by Ken Siu-Chong and illustrated by Omar Dogan, it will be available with two different covers (one by Dogan, the other by Alvin Lee and Gary Yeung).



Cover (left) by Omar Dogan; (above) by Alvin Lee and Gary Yeung.

## COMIC CARD BATTLE

### Marvel Trading Card Game Coming to PSP and DS

Comic-book fans have always been quick to warm up to collectible card games and figure-based battle systems like HeroClix. It's primarily because—as any *Smash Bros.* fan can tell you—all we really want is fantasy match-ups of our favorite characters so we can imagine who would win in a fight between them. It's fun to read a comic in which the Hulk and the Thing try to smash each other's faces, but it's another thing entirely to orchestrate and influence the outcome of such an epic brawl.

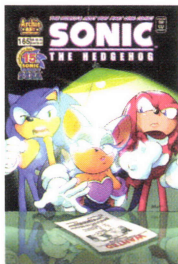
Scoring a pop-culture trifecta of comics, cards and video games, Konami recently announced *Marvel Trading Card Game* for the PSP and Nintendo DS, arriving in stores this fall. Featuring the flexible "Vs. System" rule sets devised by Upper Deck, the game will feature a single-player Story Mode in which the player can choose to be a hero or villain and participate in card-based combat. But the real hook of *Marvel Trading Card Game* lies in its deep multiplayer options for both Wi-Fi and ad-hoc battles.

A full-featured online network is being planned for the game, with players being able to trade or purchase cards and participate in official online tournaments that offer real-life prizes. What's most unusual, though, is that players who own the PSP version will be able to interact and compete with players of a PC version of the game, also due in the fall. We haven't seen this kind of cross-platform compatibility outside of a few isolated cases like *Final Fantasy XI Online*, so *Marvel Trading Card Game* could really break new ground—not just for comic-book fans, but for the video-game business as a whole.



**NOW SHIPPING!**

Here's a handy list of video game-related comics and manga that are currently on sale. To locate a comic shop near you, call 1-888-COMICBOOK or visit [csls.diamondcomics.com](http://csls.diamondcomics.com) on the Web.



**Sonic X #11** (Archie)  
Writer: Joe Edkin  
Artist: Tracy Yardley

**Sonic the Hedgehog #165** (Archie)  
Writer: Ian Flynn  
Artists: Tracy Yardley/Steven Butler



**Dragon's Lair #1** (Arcana)  
Writer: Andy Mangels  
Artists: Fabio Laguna/MVCreations



**Tron: The Ghost in the Machine #2** (Slave Labor)  
Writers: Landry Walker/Eric Jones  
Artist: Louie De Martinis

**Kingdom Hearts #4** (TOKYOPOP)  
Writer/Artist: Shiro Amano



**The King of Fighters 2003 Vol. 4** (DrMaster)  
Writers/Artists: Wing Yan/King Tung



**Silent Hill: Dead/Alive Trade Paperback** (IDW)  
Writer: Scott Ciencin  
Artist: Nick Stakal



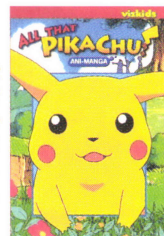
**Death Jr. Vol. II, #1** (Image)  
Writer: Gary Whitta  
Artist: Ted Naifeh



**Metal Gear Solid: Sons of Liberty #7** (IDW)  
Writer: Alex Garner  
Artist: Ashley Wood



**All That Pikachu! Ani-Manga** (VizKids)  
Writer: T.B.A.  
Artist: T.B.A.

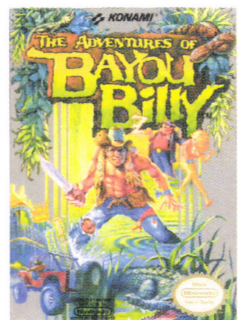


**Street Fighter Trade Paperback Vol. 3** (Udon)  
Writer: Ken Siu-Chong  
Artists: Alvin Lee/M3TH

## BACK-ISSUE BIN

### THE ADVENTURES OF BAYOU BILLY

By May of 1989, Konami was riding high on a wave of NES hits like *Gradius* and *Double Dribble*, and the original *Metal Gear* was just around the corner. But the company's string of successful games was rudely interrupted by *The Adventures of Bayou Billy*, a gimmicky and overly difficult hybrid of side-scrolling combat, car racing and Zapper light-gun shooting that clumsily aped the popular *Crocodile Dundee* movie series. Archie Comics was somehow persuaded to produce five issues of *The Adventures of Bayou Billy* between September 1989 and June 1990, all of which should be very affordable and easy for NES collectors to locate.



With art by Amanda Conner—who would later be known for her superhero and *Vampirella* work—the comics are even more juvenile than the NES game, if such a thing is possible. (For example, in the first issue, bad guy Cut Throat gets clobbered by a frying pan and mumbles, "Homina homina homina" like he's in a bad Three Stooges short. You know, one of the Joe Besser ones.) Konami figured out the video game/comic book synergy thing quickly, though, as its next NES game, *Teenage Mutant Ninja Turtles*, is still the company's all-time best-seller in North America.



After putting up with years of simplistic platform-jumping adventures and fighting games, comic readers longed for a role-playing video game featuring their favorite superheroes. Marvel junkies got their fix from the superb *X-Men Legends* and its sequel, but DC fans are still crying out for their own action/RPG.

Warner Bros. Interactive and *Champions of Norrath* developer Snowblind Studios are gearing up to fill that void with *Justice League Heroes* for the PS2, Xbox and PSP.



Featuring at least seven of earth's greatest heroes—Superman, Batman, Wonder Woman, the Flash, Green Lantern, Zatanna and Martian Manhunter—as playable characters, the game will also include unlockable characters and plenty of villains banded together under the criminal mastermind Braniac. It also allows you to upgrade and customize your hero as you progress, so your version of a character might finish the game with a set of moves and fighting style that are completely different from those of somebody else's version of that same character. Will your Batman be a heavy Frank Miller-style brute, a lithe Neal Adams-style athlete or a bounding Dick Sprang-style acrobat? You'll find out when the game is released this fall.

## TRUTH, JUSTICE AND THE AMERICAN WAY

Team Up With Justice League Heroes





# Gaming Gear

hardware  
peripherals  
accessories



► The Cars PSP Face Armor by Pelican is a nice way to spice up the look of your PSP and provide screen protection for only \$9.99. The Face Armor attaches to the top of the PSP and keeps the system's screen safe from unwanted smudges and scratches, and is fully adjustable so you can use it as a makeshift sun visor to shade the screen.



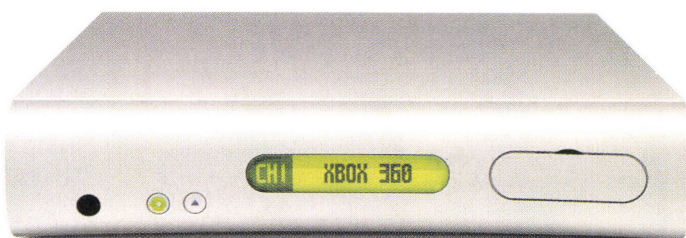
► Nyko's Power Tuner lets you listen to your PSP through your car stereo. Simply plug the Tuner into your vehicle's lighter socket or auxiliary port, then select one of the three FM frequencies and you're good to go. Whether it be UMD movie audio, MP3s or game sounds, the Power Tuner delivers excellent audio quality, and it also charges the PSP battery while it's plugged in. Look for the unit in stores now for \$19.99.



► Put yourself in the race with JOYTECH's Nitro Racing Wheel for \$89.99. One of the unique features of the Nitro is the ability to set your own steering sensitivity, allowing you to customize how much force is needed to steer your vehicle. The unit features high-intensity dual-vibration feedback and four wheel-mounted shift bars as well as a mounted shift stick and gas/brake pedal attachment; it's also fully compatible with Xbox Live.



► The Pelican Dance Drum is a mini-dance pad that allows you to play all of your favorite rhythm and dance games in a new way. It's basically a drum pad controller that comes with two durable drumsticks; instead of stepping on the appropriate buttons on a floor pad, you hit the buttons on the Dance Drum with the drumsticks. The unit features and eight-foot cable and has a non-skid bottom to keep the pad in place while you're pounding away. Suggested retail price: \$19.99.

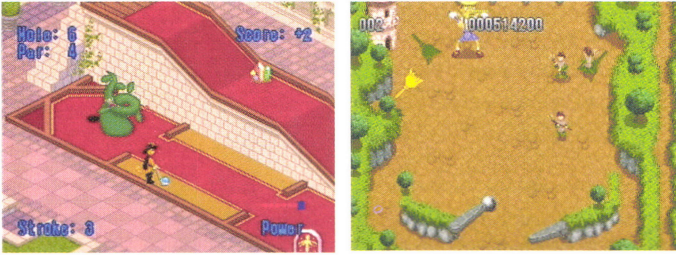


► The 540C Control Center by JOYTECH is a fully loaded A/V switch box and network hub

for your Xbox 360 and other audio/video components. The Control Center houses multiple connections for HDTV-ready component video, S-video and composite video cables; left and right stereo audio; four digital optical audio inputs; and a built-in five-port 10/100 Ethernet hub. Switching devices is easy with the included remote, and the LCD display shows you which system is currently active. JOYTECH's advance signal technology monitors the output signal and adjusts its strength accordingly. The LCD even rotates, so you can read the display clearly even if the unit is standing vertically. MSRP: \$99.99.

► Pelican has capitalized on the popularity of the Disney/Pixar film Cars by releasing custom Lightning McQueen controllers for both the PlayStation 2 and GameCube (\$19.99 each). Each controller features full vibration and a turbo function for buttons along with all of the standard features of the normal PS2 and GameCube controllers. As a bonus, each controller is packaged with a Cars keychain light.

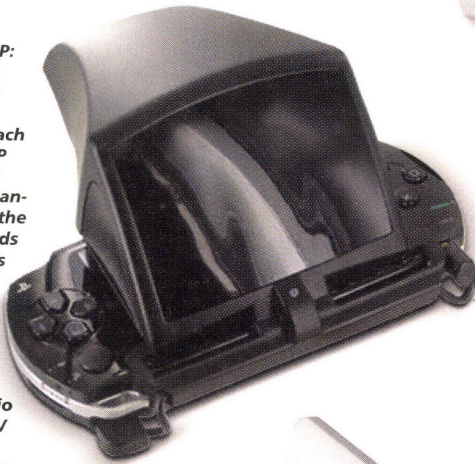




▶ **JAKKS Pacific's** Shrek "Plug It In & Play" controller showcases three games starring Shrek, Donkey and other loveable characters from the Shrek universe. "Shrek Pinball," "Crooked Castle Golf" and "Donkey Dash" are only half the fun; two additional mini-games from Dreamworks' Over the Hedge movie are also included in the package.



▶ **Nyko's Play on TV** Adaptor for PSP (MSRP: \$79.99) allows you to watch UMDs and play PSP games on any TV screen. When you attach the device to your PSP and hook it up to any device that accepts standard RCA A/V inputs, the PSP's video signal feeds through the Adaptor's CCD sensor and lens combination directly to your TV or other video device. In addition to providing high-quality video and stereo audio output, the Play on TV Adaptor also charges your PSP while playing.



▶ **Griffin's \$29.99 RoadDock PSP** allows you to securely attach your PSP to the back of any standard car or airplane seat's headrest; simply snap the PSP into place and watch movies or listen to music hands-free at eye level. A fully adjustable cradle is attached to the two-inch wide adjustable nylon strap, which allows you to tilt and turn the PSP to practically any viewing angle.



▶ **JOYTECH's 9200 Digital LCD Monitor** (MSRP: \$199.99) mounts easily to the top of your Xbox 360 for traveling or gaming on the go. The 9.2" screen taps into the component video signal of the Xbox 360 for true RGB color, and the TFT screen provides clear viewing from any angle in a 160° arc. The unit includes a remote control and on-screen adjustment controls, SRS 3D surround sound with built-in speakers and two separate headphone jacks for two-player listening. *k for them to be sold separately.*



▶ **The Cars-themed Roadway Kit** from Pelican includes everything you need for your DS and DS Lite. A custom vacuum-formed carrying case with the Cars logo helps to keep your system safe and the lanyard-bound microfiber cleaning pad will keep its surfaces smudge-free. Also included is a replacement stylus topped with a Cars figurine and a Cars LED keychain, as well as a DC charger for charging or playing your system on the go. The Roadway Kit retails for \$24.95.





# FINAL FANTASY

WORLD

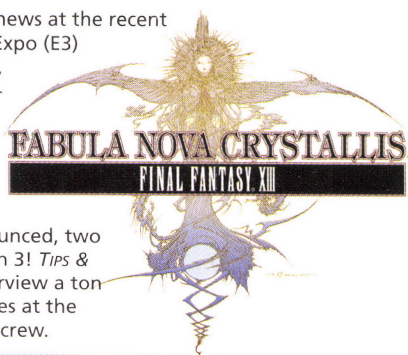
Vol.  
36

by Charlotte Chen



If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this monthly column is for you!

The biggest *Final Fantasy* news at the recent Electronic Entertainment Expo (E3) was *Fabula Nova Crystallis*, "The New Tale of the Crystal," a blanket term covering multiple titles in the *Final Fantasy XIII* universe. Three brand-spanking-new *Final Fantasy XIII* games were announced, two of them for the PlayStation 3! *TIPS & TRICKS* got a chance to interview a ton of people behind the scenes at the expo, including the *FF XIII* crew.



The *FF XIII* trailer opened on a futuristic train running along a rail suspended high in the sky. The train crashed and we saw the main character, a woman with sandy-blond hair whose body was crackling with blue electricity. She fought with incredible skill and speed through the train's interior, using firearms, swords and hand-to-hand combat. Security guards bearing a more than passing resemblance to *Star Wars* stormtroopers as well as doglike beasts were shown being mowed down as she displayed what amounted to super-human strength and skill.

FINAL FANTASY XIII

ファイナルファンタジー XIII

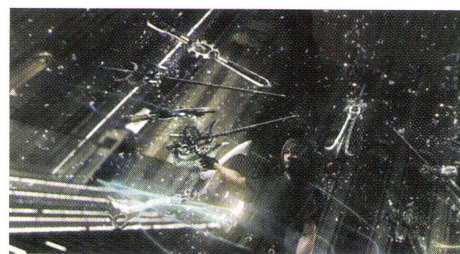


The *FF Versus XIII* trailer showed a bored, dark-haired man sitting on a throne, his head resting on his hand. He got up and started walking outside and down a flight of wide stairs that were littered with fallen bodies. In front of him was a



group of armed men who opened fire, but an invisible force pre-

vented any of the bullets from harming him. He raised his hands, and in a scene similar to Cloud's "Limit Break" moment in *FF VII: Advent Children*, multiple swords magically appeared all around him. In a close-up, his eyes glinted red



as he readied a weapon. *FF XIII* and *FF Versus XIII* combined make up the core of the *Fabula Nova Crystallis* project.



*Final Fantasy Agito XIII*, a mobile phone title, was the third title revealed in the *Fabula Nova Crystallis* project. Nothing much was shown except the image of some red-clad students and text mentioning a place called "Akademeia." Director Hajime Tabata spoke briefly after the trailer to comment on how *FF Agito XIII* will use next-generation cellular technology.



## FABULA NOVA CRYSTALLIS: FINAL FANTASY XIII Interview



Left to Right: Shini Hashimoto, Tetsuya Nomura, Motomu Toriyama, Yoshinori Kitase, Hajime Tabata

Near the end of the day, everyone was itching to take a smoke break, get ready for the post-show parties or sleep for a week, journalists and game creators alike. [Note: Due to the team's tight schedule, we had to share the time allotted for this interview with another media outlet, *Game Informer*.]

**T&T:** *Fabula Nova Crystallis* is supposed to have a core mythos; many worlds and many characters springing up from one central story. In order for this to work on a storytelling level, there needs to be a lot of integration, particularly if many projects will be simultaneously developed (as indicated in the press materials). I was wondering, how many people worked on this core mythos, and who has ultimate oversight over this central story?



**A:** The common mythology, or "The New Tale of the Crystal" in the title...the original concept was by a person named Kazushime Nojima, a scenario writer who participated in several *Final Fantasy* titles in the past. He brought us an original concept, and from there, everyone here brought their own ideas to elaborate that common concept together. As you probably already know, Hajime Tabata is in charge of *FF Agito XIII*, Yoshinori Kitase is the producer of *FF XIII*, Motomu Toriyama is the director of *FF XIII*, Tetsuya Nomura is the director of *FF Versus XIII*, and Shinji Hashimoto is the producer of *FF Versus XIII*. Overall, for *Fabula Nova Crystallis*, Mr. Kitase is handling everything about the creative coordination. In terms of our business model, Mr. Hashimoto is in charge.

**T&T:** Mr. Nomura said that "bonding" would be a central theme in *FF Versus XIII*. However, bonding has a lot of different meanings. Could you elaborate?

**A:** Of course, we are not allowed to tell you all of the details right now. There are some things we have to keep secret. One of the major themes in *FF Versus XIII* will be bonding between different people. It has in itself very broad meaning, because bonding is not just about friendship. It's about every kind of relationship we can have between different types of people. *FF Versus XIII* is willing to put all these elements together in one story so that main theme will clearly appear throughout the story-telling. There will be different kinds of relationships, such as friendship, relationships between parents and children, and so on. All of these things will converge to some type of tragic element. I'm not allowed to tell you more about that, but I think tragedy will be a very important element in the story of *FF Versus XIII*. This tragic aspect comes from the fact that bonding and relationships that are extremely strong may sometimes cause pain.

**GI:** My question is about *Final Fantasy XIII* specifically. After so many iterations that have taken place in a fantasy setting, why have you chosen to return to a more futuristic setting?

**A (Toriyama):** First of all, there were some tech features in the previous *Final Fantasy* series. Personally, I don't like traditional medieval fantasy, so I tried to put something else in *FF XIII*. [The others laugh.] That's just my personal opinion! For *FF XIII*, I wanted to try to make something new and different rather than just another very ordinary medieval or classical fantasy.

**GI:** I was wondering if you could describe the "White Engine" mentioned during the press conference. What exactly is it and what will it permit in terms of gameplay and story?



**A:** In terms of the battle system, you must have seen the facets of the battle in *FF XIII* (during the trailer) so you might be trying to interpret what the battle system will be like. *FF XIII* is something like the "legitimate" successor of the numbered *Final Fantasy* series and one of the aspects of the traditional *Final Fantasy* series is the ATB (Active Time Battle) system. *FF XIII* will adopt the ATB system basically, but one of the parts of the ATB was that the player had to wait before choosing action. One of the goals of *FF XIII* is to try to reduce waiting time so the ATB system is sped up.

**T&T:** I'd like to ask Nomura-san what kind of internal attitude shift he experiences, if any, as he changes roles in each of the *FF XIII* titles (whether as a director or character designer).

**A (Nomura):** Well, obviously, I'm aware that my role changes from one title to another. [Note: This was just one of many slightly touchy responses that suggested Mr. Nomura wasn't in the best of moods.] The first thing is that in *FF Versus XIII*, as a director I must actively participate in every level of creation in the game. As a character designer for *FF XIII*, I must respond to the needs of the *FF XIII* team and meet requests about each character when designing. For *FF Agito XIII*, my role is completely different because I'm just like a co-leader with Mr. Tabata. Several ideas for *FF Agito XIII* are born from everyday conversation between myself and Mr. Tabata.

**GI:** Obviously it is difficult to judge a book by only reading one of its pages, but in the press conference, we saw two videos that focused very heavily on two individual characters. In the past, *Final Fantasy* usually focused on many characters or a group of people. Will this be the case in the *Final Fantasy XIII* games? Or will the stories be about the individuals?



**A:** What you saw in the trailers is just an introduction to what the games will be, so you can't really understand everything from just watching the trailer. One thing is true, both *FF XIII* and *FF Versus XIII* are part of the traditional *Final Fantasy* series, so it won't be just one person living the story, but several distinctive individuals that will form a group and then live a story in each title. The slight difference between *FF XIII* and *FF Versus XIII* will probably come from the game system, which in *Versus* is more action-oriented, so the game design and also the story will depend more on one individual. But basically, *Final Fantasy* will remain the same.

**T&T:** It was revealed at the Sony press conference that the PS3 controller will be sensitive to directional movement. Is that something that will be integrated into *FF XIII*?

**A:** Yeah, we were talking about it.

You know, when characters raise their levels, they raise their hands, so when players do that [mimics lifting the controller in the air], that was just one of the things we've thought of so far.



# FINAL FANTASY III

Thanks to a mismatched numbering system between the U.S. and Japan back in the 1990s when the Super NES was a "next-generation" platform, the game known as *Final Fantasy III* in the United States was actually based on the Japanese version of *Final Fantasy VI*. This causes some confusion when trying to explain to people that the "real" *FF III* was never released in the U.S. The first *Final Fantasy World* column I wrote (in our September 2003 issue—can you believe they've let me keep up this racket for so long?) explains the numerous nomenclature problems. The new U.S. version of *Final Fantasy III* for the Nintendo DS has undergone a total graphics conversion, changing from 2-D to 3-D and even going so far as to add new character personalities and background stories.

## FINAL FANTASY III Interview



Hiromichi Tanaka and Tomoyo Asano were kind enough to take some time out of their busy E3 days to speak to us about the eagerly anticipated *Final Fantasy*



Hiromichi Tanaka, Tomoyo Asano

*III* for the Nintendo DS. Judging by the packed kiosks in the booth outside, audience reaction was resoundingly positive to the old game's new look. [Note: The time allotted for this interview was shared with another media outlet, *Nintendo Power*.]

**T&T:** Since *FF III* is on the DS platform now, can you explain how it will use the system's unique features, like the dual screens, touch screen, microphone and WiFi?

**A:** The players can actually go through the entire game playing entirely with the stylus. As for WiFi, we are supporting the DS communication features, but we can't give details at this point.

**NP:** Why decide to remake *FF III* in particular?

**A:** Since the release of the original game 16 years ago, there have been many attempts to actually remake this game on different platforms, but none of them actually came to fruition. This time around, after the release of *Final Fantasy I* and *II* on the Game Boy Advance, there was a strong request from Nintendo to re-release *FF III* on the DS. After 16 years there were a lot of requests from users and fans of *Final Fantasy* to actually recreate and port the game to different platforms. Now that there is appropriate hardware, it seems like the best time to bring the game back. It's not like the team was holding it back; it just had to do with timing.

**T&T:** Now that the characters have a new 3-D look and new scenarios to give them personalities, can you talk about each one and their individual background stories?

**A:** Luneth is the main character. He is an adventurous person who happens to fall into a cave and come into contact with a crystal, and that's when the story begins. He is the one who is the driving force in the story.



ARC

Arc grew up in the same village as Luneth. He's much more of a bookworm type character, but he's very knowledgeable about things, and tags along with Luneth to become the second party member.



LUNETH

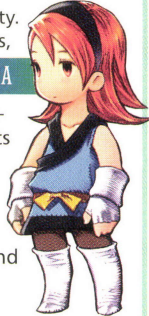


REFIA

Refia is only female character in the party. She actually grew up and lived in Kazus, the neighboring village to Ur, which is where Luneth and Arc live. She is an apprentice metalsmith, which is one of the key points in the beginning of the story.

INGUS

Ingus is a soldier in service to the King of Sasune, the kingdom where the Village of Ur and Kazus are located.

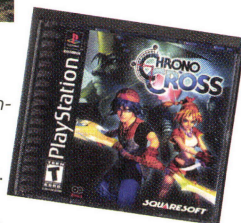


**NP:** Could you tell us a bit about the team working on the game and some of the other projects they've worked on previously?

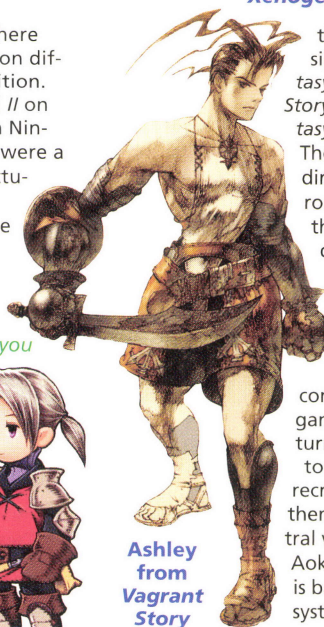


Xenogears

**A (Asano):** The art director is Ryosuke Aiba, who is also the art director of *Final Fantasy XI*. He also helped develop *Xenogears* and *Chrono Cross*. The character design is done by Akihiko Yoshida. He is also



the character designer for *Final Fantasy XII*, *Vagrant Story* and *Final Fantasy Tactics Advance*. The producer and director of *FF III*, Hiromichi Tanaka, has been around since the days of *FF I*, and he is the producer and director of *FF XI*. I am the producer of *FF III*, and I also worked on the *Full Metal Alchemist* titles. Nobuo Uematsu was the original composer for the game and he's returned for this remake to supervise, and also recreate the opening theme as a full orchestral version. Kazuhiko Aoki, who was also on the original *FF III* team, is back on the remake to supervise the battle system balance.



Ashley from Vagrant Story



**T&T:** *FF III* was the first to introduce the job change system, special skills (like stealing) and summons. I was wondering how these will be presented in the DS version, and if there are any additions or changes to any of these gameplay elements.



**A:** There has been a lot of rebalancing when it comes to the jobs. It used to be that in the original version, you had to change jobs into higher/stronger versions than the ones you started off with, but this time around the jobs

have been rebalanced so all the jobs are viable to the end of the game. New abilities have been added to most of the jobs, and they were inspired by *FF V* and *FF XI*. There are no new summons this time around, but of course the visuals are an important factor and those have been reworked.

**NP:** We saw some pretty amazing CG cutscenes during the press conference. Will those be interspersed throughout the game?

**A:** The movie cutscene you saw during the press conference is the actual opening of the game. There will not be any of those cutscenes during the game, and one of the main reasons for that is so that the players remain constantly immersed in the game and story.



**T&T:** Now that the hardware is evolving and so many new titles have been announced that are taking advantage of the new technology, the way we think about and play RPGs may start to evolve as well. However, *FF III* is obviously based on a very traditional RPG design model despite being on one of the newer platforms. I was wondering if you could give us your personal opinion regarding the essential core of a role-playing game. What must a game have in order to qualify as an RPG?

**A (Kitase):** I think the defining factors of a role-playing game are tactical and strategic elements that do not require "twitch" skills from players. Also, the character aspect within the game is what defines an RPG as an RPG, along with the world's appeal.

**A (Asano):** With the advent of the Wii and other platforms, the way we approach games will obviously evolve. I don't feel that there's anything that really separates an RPG from other games, since RPG just means that you play a role inside a virtual world.

**NP:** How much has the story changed or been expanded upon in this game compared to the original?



**A:** The main story has not changed from the original too much. The biggest thing was that the main characters were given personalities. It gives more depth to the world and immerses the player more. There is also the WiFi feature we mentioned which might have an effect on the story of *FF III*. We cannot expand on that at this point.

**NP:** The game is quite stunning. How was the team able to get such impressive 3-D out of the DS?

**A:** Of course, since we know the limit already, we decided to push the features to the limit. We also made decisions for when we use the Dual Screen function and when to use the single screen function. For example, during battles, you don't see anything on the second screen, so that you can pull the full power of the DS out of the single screen.

**NP:** Are you considering remaking any of the other Final Fantasy titles in a similar way to *FF III*?

**A:** There's nothing planned at this point, but by the next time the old *Final Fantasy* games might be remade, there may be a different approach as to how, with the influence of *FF III*. The other remakes were really just ports, with some aspects redrawn, but nothing to the extent of *FF III* (changing from 2-D to 3-D). If the reaction of users is very favorable to *FF III*, you might see more of this kind of remake in the future.

We're out of room this month, but watch for the rest of my *Final Fantasy E3* interviews in upcoming issues.

—Charlotte





by Mark Johnson

With the release of *Halo 2*, the most popular Xbox game was given a massive upgrade, incorporating *Xbox Live* support for online multiplayer matches among other refinements. This monthly column will keep you informed with the latest goings-on in the *Halo 2* community, including trends, strategies, tricks, exploits and new discoveries...and of course, we'll also show you how to become a more lethal online combatant.

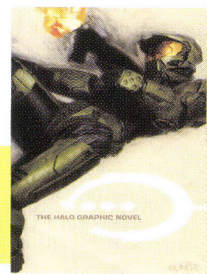
Vol. 20

# MASTER CHIEF MERCH

So you just read *The Halo Graphic Novel* and it rocked your socks. There's plenty more *Halo* merchandise where that came from, so why stop there?

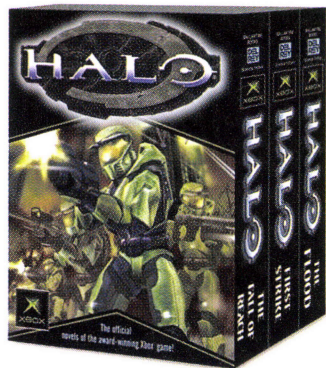
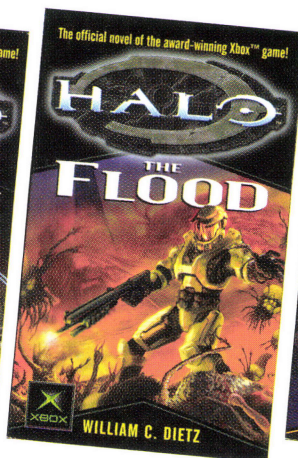
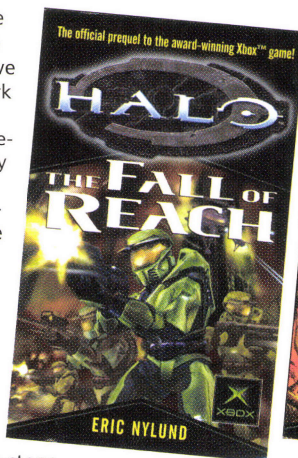
This month's *Halo 2 Insider* takes a closer look at some of the officially licensed goods that can enrich your *Halo 2* experience even when your Xbox is powered down.

Seriously, how cool is *The Halo Graphic Novel*? We give it an 11.



Like many other *Halo* fans, you're really into the game's story. But you want to take it just a little bit further than everyone else. You need to prove to everyone that you know how to get your dork on. You need to be a *Lore-master*! Well, then...you need to pick up publisher Del Rey's series of *Halo* novels, son. Well written and quickly paced, these paperback books take you on a romp through the *Halo* universe and are considered by *Halo* developer Bungie to be part of the official canon.

Author Eric Nylund's *The Fall of Reach* tells the tale of the Spartan program, and the events that took place on the planet Reach prior to the first game. *The Flood*, written by William C. Dietz, is a retelling of the events from *Halo: Combat Evolved* with some extra details added



in just to flesh out the story

a bit. You even get to read through the eyes of the Covenant and Flood! Bridging the gap between the original game and *Halo 2*, *First Strike* (also by Eric Nylund) picks up right after the explosion of the first halo. We get to see the return of Sergeant Johnson and watch the Chief and crew battle their way back to earth.

All three *Halo* novels have been collected into this handy box set.

Keep your eyes peeled for the next *Halo* novel, Nylund's *Ghosts of Coral*, coming in October. Could this book tie *Halo 2* into *Halo 3*? We'll let you know as soon as we get our grubby hands on a copy.

Remember, if you'd just turn off your Xbox for a few hours and do a little reading, you could make fun of your friends for being clueless noobs because they don't know how Sergeant Johnson escaped infestation by the Flood. Really, it will make you cooler.

We know you love to read, because you faithfully soak up every issue of *TIPS & TRICKS* from cover to cover. Unfortunately, books don't make any noise unless you rip the pages out or use them to smack your dog for leaving you a "present" on the basement floor. If you just can't stand the sounds of silence, pick up your very own copies of the amazing *Halo 2 Original Soundtrack Volume One* and *Volume Two* CDs. With music written

Between these two CDs, you'll end up with almost all of the music from *Halo 2*.

ten by Bungie's own Martin O'Donnell with Michael Salvatori and help from rock legends like Steve Vai, these discs rock. So throw on some head-

phones and crank up those monks; you can read out loud to your friends and act out your favorite scenes from the books with appropriate musical cues! Just skip the songs with lyrics. You'll have to figure out the sound effects on your own, though; we're pretty sure that sticky grenades aren't real.



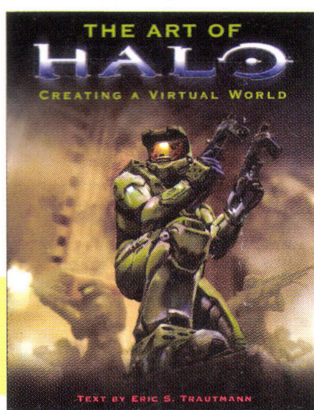


Do you dream in green? Do you see the reflection of an Elite on a gold visor at night when you close your eyes? If so, then the *Halo 2* door poster is for you. There's nothing quite like waking up to a giant-sized

**Life-size Master Chief is actually a great listener.**

Master Chief staring at you as you mumble good morning to him. In fact, there are a number of awesome *Halo* and *Halo 2* posters available featuring both the Chief and Arbiter.

Speaking of cool pictures, *The Art of Halo: Creating A Virtual World* is an amazing book that gives you a peek into what Bungie does to make *Halo* what it is. A great showcase for the series' artistry and imagination, the book is chock full of concept sketches, storyboards, renders and interviews with the creators of your favorite game. If you have a burning need to know why the SMG looks the way it does, then pick up this book and fulfill your dreams!



They say that pictures are worth a thousand words, but Master Chief only needs four: "I am SO awesome!"

Get started on your collections, *Halo* fans! There's so much cool *Halo* swag out there, we just can't even cover it all in these two pages alone. You can actually score most of these items online at [www.bungiestore.com](http://www.bungiestore.com) if you want to get them straight from the source. With countless T-shirts, cups, pens, action figures and various assorted knick-knacks, you could surround yourself with *Halo* goodness forever!

## HALO 3 TRAILER DOCUMENTARY



The crew at Bungie Game Studios has decided to bless us mortals with a behind-the-scenes look at the making of the *Halo 3* trailer

(you know, the one we drooled all over in last month's *Halo 2 Insider* column). The seven-minute mini-documentary features interviews with Bungie staff as they detail what went into making the trailer, and the confidence they have in their game engine.

You can see parts of the trailer from new camera angles as well as panning shots of Master Chief's battle-worn armor and some Covenant capital ships. If you pay attention, you'll also get a brief glimpse of some next-generation Covenant and wire models of a level or two.

Rumors circulating at press time suggested that the mini-documentary might soon be made available for download on the Xbox 360 through Xbox Live Marketplace. If it's not up there yet, just fire up your Internet browser and head on over to [www.bungie.net](http://www.bungie.net) to check it out!



## SGT. JOHNSON'S FOXHOLE

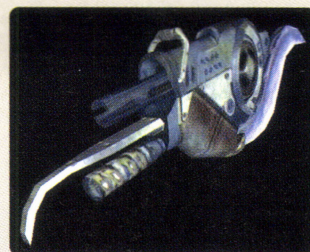
### HALO 2 WEAPON PROFILES

#### BRUTE SHOT

It's a little weird, for sure, but the Brute Shot is definitely awesome. Unlike almost any other gun in *Halo 2*, the Brute Shot will force you to practice if you want to be stone cold with it. When that practice begins to pay off, though, you will be a terror on the battlefield. And who knew that having a giant axe-blade thingy on the back of a grenade launcher could be so useful?

#### Specs

**Ammo Type:** Grenades  
**Clip Size:** 4 (can carry up to 4 clips, or 16 grenades)  
**Firing Mode:** Semi-automatic  
**Reload Speed:** 3.2 seconds  
**Melee Speed:** 1.0 seconds  
**Melee Hits With Shields:** 2 (1 if you're jumping)  
**Melee Hits Without Shields:** 1  
**Melee Hits With Overshields:** 3  
**Scope:** None  
**Range:** Long  
**Accuracy:** Medium  
**Duel-Wield:** No



#### Shots Required

**Head Shots:** 2  
**Body Shots:** 2  
**Head Shots With Overshield:** 3  
**Body Shots With Overshield:** 3

#### Strengths

Massive damage on all fronts. Big melee hits and nasty grenades make for a powerful combination. Grenades bounce, so they can be skipped around corners. Makes tanks go boom.

#### Weaknesses

A very technical weapon. Requires serious practice to become accurate. Slow reload times. Can run out of ammo quickly. Projectiles are affected by gravity.

Despite the fact that the Brute Shot appears technologically inferior to most Covenant weapons, it is deadly on the battlefield when used properly. Not only is it a great anti-personnel weapon, but the Brute Shot can also be used to take down vehicles, making it incredibly versatile. This gun allows for some fast combos to take out your enemy. Toss a grenade and follow it up with a quick projectile from the Brute Shot—your target won't even know they're already dead. Put a round into your enemy's chest as you charge in with a swift melee, then step over their corpse. In team games you can use the Brute Shot to soften up targets for your teammates. Tag enemy players that are under fire and they will fall down dead, double-quick. This is a great way to extend the life of the Brute Shot in battle. Unfortunately, if you have to reload, it's going to seem like hours have passed by the time you're finished inserting that clip...and hours in *Halo 2* usually mean your death. If you want to be really devastating with the Brute Shot, play a whole slew of Brute Shot-only games with your friends and learn how to aim this puppy; the reticule is different for a reason. A few quick facts about the Brute Shot: The time between bounce and detonation is about a half-second; a direct hit plus a running melee hit is a one-hit kill; a jumping melee strike is a one-hit kill. And remember: Splash damage kills noobs dead, so don't stand too close to your target or you will die as well!

# gaming 2go

by Andy Eddy

So you've got a few minutes to kill, but you're nowhere near a console or handheld game system. If you've got a wireless phone, you might have a way out of that predicament....

Vol.  
23

## Paris Hilton's Jewel Jam



Gameloft recently announced that it had signed a mobile-game deal with "heiress and pop-culture icon" Paris Hilton. The company's statement also quoted Ms. Hilton as saying that "mobile gaming is really hot right now." Though there are supposed to be multiple titles under the pact, we've only seen the first game in the se-

ries, *Paris Hilton's Jewel Jam*, which "will be geared to tweens/teens and fans of Paris Hilton."

The game requires you to line up matching gems to remove them from the board, as well as seeking out hidden letters



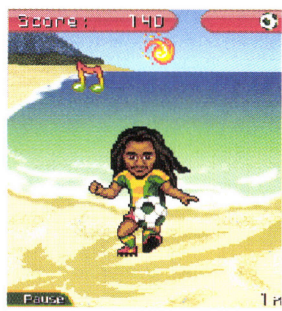
to spell "P-A-R-I-S." *Jewel Jam* will feature 60 levels of action with six different modes of gameplay to keep you occupied. By successfully removing pieces from the playing field, "

exquisite photos of Paris herself will be revealed," and her faithful dog Tinkerbell will also show up to join in on the fun. *Jewel Jam* should be available now...and we can hardly wait to see what the next game will be.



## KICKIN' IT WITH BOB MARLEY

Hudson Mobile has put two things together that you wouldn't expect in a single phone game: soccer and the late reggae star Bob Marley. Apparently, next to his music, Marley was big on soccer, and the title *Bob Marley Burnin'* pays tribute to both. Hudson also notes that this is the first in what will be a game trilogy.



It's a simple contest with two main modes: Extreme Juggle and Super Kick. Extreme Juggle has you (as a cartoony-looking Bob Marley) kicking up a soccer ball, and you need to maneuver him left and right to stay under the ball, while kicking, bumping and heading to keep it off the ground.



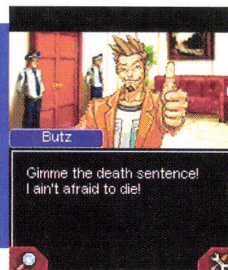
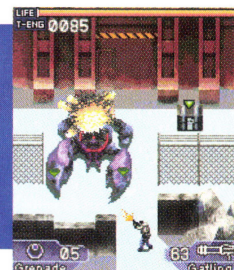
Notes appear as bonus multipliers; you can hit them with the ball to collect them, and racking up points might get you on the high-score table.

Super Kick has the Marley character booting a ball into the air (you need to kick it when the power meter is at its maximum, to get the ball to fly as high as possible). Then the mode changes into something similar to skipping stones: You have to hit the action button when the soccer ball is coming down on the musical note,



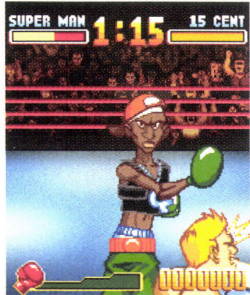
## CAPCOMING SOON

In the May *Gaming 2 Go*, we told you that Capcom would also be bringing out mobile versions of *Phoenix Wright: Ace Attorney* and *Lost Planet* this year. While the games are still some time away from release—September and December, respectively—we did get access to some new screen shots that we thought you'd want to check out.

Phoenix Wright:  
Ace Attorney

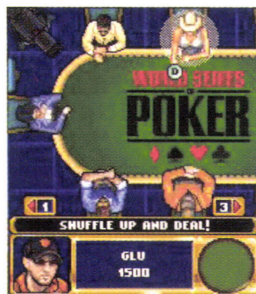
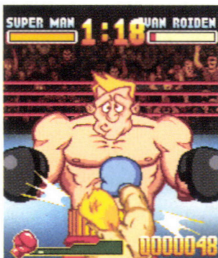
Lost Planet

# UPPERCUTS AND OVERBETS



If you're a video-game veteran, you'll recognize Glu Mobile's *Super K.O. Boxing* as a mobile clone of the classic *Punch-Out!!* game. You play as the K.O. Kid, and you need to work your way through the numerous boxing challengers you face with a series of high and low punches, left and right dodges and carefully timed blocks. If you build up your meter through successful shots to your opponent, you can unleash a super punch with devastating results. If, on the other hand, you're on the receiving end of a knockdown blow, you'll need to get up and box away the birds flying around your head before you can continue.

The graphics in *Super K.O. Boxing* are bright and cartoony, and the gameplay is both easy to learn and fun to play. However, as you unlock the more advanced circuits and get to the better boxers, it's challenging to find their weak spots and exploit them before they knock your block off. This will be a great contest for any time you have a few spare minutes. Look for the bell to ring in mid-July.



This fall, Glu will also ship its mobile version of the *World Series of Poker* to challenge budding chip slingers in the popular Texas Hold 'em. The game will have solo and tournament modes against computer-controlled players as well as an online mode against other live players.

The game features some



well-known names among your competitors, including Max Pescatori and Chris "Jesus" Ferguson. However, all computer-controlled players seem to compete under the same control: At least in the early version we played, the competition wasn't anywhere near as realistic as you'd find in a "real" game (let alone the high-level of play at the WSOP), with frequent "all-in" bets on less-than-marginal hands. However, for a quick game of poker, it's good in a pinch.

# FAST CARS...AND DOGS TO CHASE THEM

I-play has a few more high-profile releases hitting the market. The first has a familiar name: *The Fast and the Furious: Tokyo*. Yes, it closely ties in with the June movie that spotlights drift racing. The 2-D game is easy to work—one push on the accelerator button to get you going, left and right to steer through the course—but there's increasing challenge, as you face off against better and better racers. There are also points given for stylish drifting, and in some races you need to beat the local Drift Master's score in addition to winning the race to the finish line.

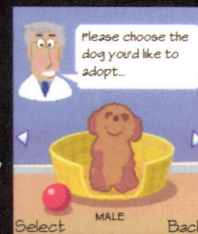


Drifting is simply a matter of oversteering through a turn, but with frequent twists and direction changes, it can be tough to keep a drift going for a high score. Learning the course helps you prepare for drifts, and with repeat runs around the track, you'll get better. While the game doesn't feature a ton of courses and variety, it's easy to pull out of your pocket for a few quick races when you have the time. Also, a few gameplay modes (New Story, Quick Race and Solo Runs) will give you a chance to master different sections of the game before you pass them up.



Though we weren't able to get hands-on playing time with it, I-play is simultaneously offering a 3-D version of the game based on the film. *The Fast and the Furious: Tokyo 3D* takes you on a similar adventure with improved graphics.

Finally, I-play is offering its take on the Tamagotchi—or, more recently, *Nintendogs*—with *My Dog*. The game has you caring for and raising a new puppy, taking it through various activities such as walking, playing and, of course, feeding it. Neglect your pooch and the local veterinarian will get on you. Take good care of it, and it'll reward you with love and friendship.



*My Dog* is a game that's quick to learn, but helps you understand the controls via your introductory meeting with the vet. Moving your pet through the house's three rooms is simply a matter of hitting 1, 2 or 3 on the keypad, and all your activities are easily initiated through labeled buttons. I guess it's hard to call it a game, but this is one pet that'll keep you company whenever you want...and will sit quietly in your pocket without making a mess. *My Dog* has a July release date scheduled.

## MOBILE GAMING NEWS

### • Get Amp'd For a Game of Tag—

Amp'd Mobile and LivePlanet have teamed up to create a "massively multiplayer wireless game" called *PhoneTag*. It's like the game of Tag you played when you were a kid, but much more high-tech. Instead of your backyard, your playing field is literally



everywhere, and instead of physically touching someone to make them "it," you use your mobile handset "find and capture" your "target." However, you also have to avoid capture by your "pursuers."

After paying a monthly *PhoneTag* fee, you'll use your Amp'd handset to connect to the game's Web site, where you can register, join a game and ac-

cess all the functions that'll help you find and capture nearby players. The companies are also expecting to hold tournaments that could be played for cash and prizes, and also create "location-based advertising and sponsorship programs" that could reward players with special offers if they visit a game sponsor's location.

### • Sega Goes for Easier Shopping—



Sega of America's Sega Mobile division has teamed up with PlayPhone to sell mobile games directly to consumers through PlayPhone's "online and mobile storefront." The process will enable gamers to pick up titles with "Premium SMS billing with major North

American carriers," as well as via retail, online and wireless Web.

# ONLINE GAMER

Get Connected to the World of Online Console Gaming

by Jeb Haught  
Xbox Live Gamertag: BigWyrn

Vol. 24



## ★ ★ ★ ★ ★ FIELD COMMANDER™

**Awesome  
Online  
Gameplay  
for the PSP**

**S**porting gorgeous graphics, addictive game play and excellent multiplayer modes, Sony Online Entertainment's futuristic turn-based strategy title *Field Commander* has blasted its way onto the PSP. Not only does it play like a 3-D version of *Advance Wars*, but it also features awesome online gameplay and the ability to create and share custom maps.

Budding five-star generals can get accustomed to gameplay by wading through the extensive single-player campaign. In addition to gaining experience, completing missions in single-player action unlocks additional divisions (up to 15) that can be used in online multiplayer matches. Each of these divisions, or armies, has certain advantages and is armed with two unique Division Powers that can easily alter the outcome of a game.

For example, the Fighting Vipers have mighty air units, but they devour fuel quickly. Their minor Division Power is called Guarding the Skies and gives them a 30% increase in damage versus all units for one round, while their major Division Power is known as an Air Strike and gives them a 40% increase in damage to enemies as well as a 30% increase in defense for one round. Needless to say, the Fighting Vipers will dominate the skies, but are at a disadvantage in ground-based missions.

Online and offline strategists can take command of 36 different unit types, including versatile infantry and armor units; devastating airplanes and helicopters; and deadly boats and submarines. In addition, snipers, tanks and certain planes can be ordered to engage stealth mode in order to surprise the enemy from hidden locations. Coordinating each unit to complement each other while minimizing weakness is the key to victory. Although going on the offensive for quick strikes works against some enemies, a slow and steady pace can also lead to success. It all depends on the situation, which is affected by terrain, divisions, your Commanding Officer and personal play style.

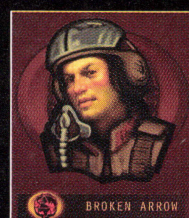
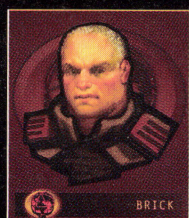
Resource management is practically nonexistent (thankfully), as the only requirements for building new units is to earn enough money and own a factory. This lets players concentrate on combat and capturing buildings without the distraction of mining ore, chopping trees or other menial tasks.



Explosions never get old.



Enemy troops cower in fear as the mighty fountain pen lights up the sky.



Buildings on the map provide invaluable resources in a number of ways. In addition to the player's headquarters, dense and sparse cities provide valuable revenue, factories produce land units, airports produce air units and seaports produce naval units. Other buildings let the player initiate long-distance attacks with satellite lasers, EMP blasts, or napalm strikes. (I love the smell of virtual napalm in the morning!)

When it's time to go online, players have a choice of playing the traditional online way (infrastructure) or via e-mail (called transmission). Transmission mode is very slow, since results must be e-mailed to the opponent after each turn is taken, but it is more convenient for busy people. Fortunately, more than one game at a time can be played this way in case a rival goes M.I.A.

Enjoying *Field Commander's* online gameplay is as easy as connecting to the Internet from a wireless hotspot and then choosing a hosted game to play. After this is accomplished, it takes a few minutes to connect to the host and then the battle begins! But where is the option to search for a friend's game? As it is, there is no convenient way to join a game that a friend is hosting. Boo!

Since the game is turn-based and not action-oriented, it performs very well online. Lag is simply not a factor. I did have some



**I told them not to system link a DS with a PSP!**

trouble getting an initial connection, after which I'd be kicked back to the lobby, but I have never lost my connection in the middle of a game. However, some online games end early because losers—and I do mean LOSERS—will sometimes quit a game before it is over. My very first opponent quit before the game was over because he or she was being beaten into submission. When this happened, I did not receive credit for the win, which was infuriating! To combat this type of rude action, SOE has incorporated a "forfeit" button that lets players quit a game early while still giving credit to the winner, but some players simply turn off their PSPs to avoid the loss credit. The Field Commander community is quick to point out habitual quitters, so show your *cojones* by accepting losses. Who knows? You might learn a new strategy. On more than one occasion, I was able to turn the tide of battle around and gain victory when I was assured of defeat, and you can too!



**I'm gonna blast you right between the...hey, what a purty daisy!**

One other scam to look out for is when hosts try to get players to join a game that they have saved. This feature is set up for people who have to quit a game but want to continue it later. However, it is frequently exploited by people who are winning a game that is interrupted but still want to get credit for the win, no matter what. They host the saved game and try to get an unwitting opponent to join and finish it. There is little chance that players who choose to continue a saved game will be on the winning side, so beware!

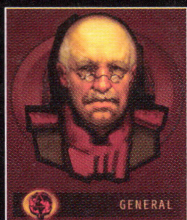
Anyone who wants to view real-time rankings online can either use their PSP's WiFi connection or visit the Command Center at [www.fieldcommandergame.com](http://www.fieldcommandergame.com). Here, it is possible for up-and-coming military masterminds to see the wins, losses and point total for every player, and even compare stats against friends! The data can be viewed as overall stats or divided into single player, Ad-Hoc or Infrastructure.

The Command Center is also the hot spot to upload or download player-created missions. There are already hundreds of custom missions, with quality ratings given by those who have tried them out! In addition to displaying the mission name, creator, rating, number of downloads and date it was added, players can use a built-in search engine to sort through the vast number of custom levels by name or creator. Talk about convenient! Probably the best thing about the custom missions is the fact that they can be played online just like regular missions! This gives *Field Commander* infinite replayability as well as an added incentive to create the perfect mission.

It is refreshing to see a new franchise on the PSP that kicks so much ass! Many people will compare *Field Commander* to *Advance Wars*, and while they are very similar, the online features of *FC* offer additional fun and variety. My *Field Commander* name is BigWyrms, so be sure to look out for me online!



**That surgical air strike just amputated a stealth fighter from its airbase.**



TIPS & TRICKS

# COLLECTOR'S CLOSET

Vol. 58

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collector's column is for you.

## COLLECTING GAME BOY

### Part 6: Japanese Imports

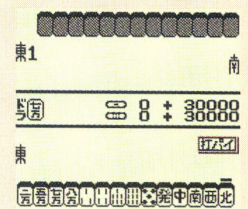
To finish off our six-part series on Game Boy and Game Boy Color collecting, we're finally going to take a look at collectible games from the Game Boy's country of origin, Japan. Over 1,200 games were released for the Game Boy and Game Boy Color in Japan, and unfortunately we just don't have enough room to give you a complete rarity list. Instead, we've decided to focus on a collection of Japan-only games that North American collectors should be interested in, for various reasons which we're about to describe. For those collectors who actually like to *play* their games, we've also included a "language barrier" rating from 1 to 10 for each title, where 1 represents a game that is completely in English and 10 means that you won't know what the heck is going on unless you have a thorough knowledge of all three Japanese alphabets. Think you can find all of these games for your collection? Good luck!



#### Yakuman (1989)

Publisher: Nintendo  
Language Barrier: 6

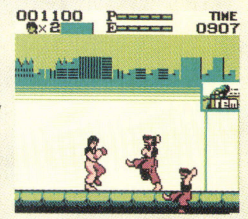
This Mahjong game is nothing to get excited about from a gameplay standpoint, but it is historically significant because it was one of just three "launch" titles released on April 21, 1989, the day the Game Boy was first sold in Japan. (The other two original releases were *Super Mario Land* and *Baseball*, both of which were released in the U.S.)



#### Spartan X (1990)

Publisher: Irem  
Language Barrier: 1

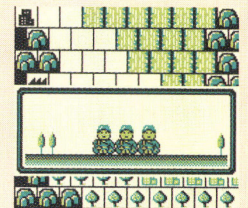
Video-game fans know that *Spartan X* is the Japanese name for the arcade game we know as *Kung-Fu Master* (or *Kung Fu* on the NES), and Jackie Chan fans know that the game was based on Jackie's movie *Wheels on Meals*. This early Game Boy title is like a super upgraded version of *Kung-Fu Master*, with different stages, more elaborate music, crazier bosses and power-ups to collect.



#### Game Boy Wars (1990)

Publisher: Nintendo  
Language Barrier: 5

Unless you're a super-fan of Nintendo's *Advance Wars*, you probably don't know that the GBA games are the latest in a series of military strategy games that originated on the Famicom (NES) way back in 1988. *Game Boy Wars* was the first portable game in the series; it was followed by three portable sequels which were inexplicably published by Hudson Soft, not by Nintendo.



#### Head On (1990)

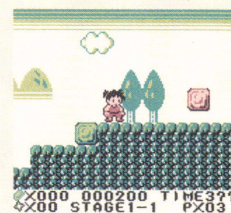
Publisher: Tecmo  
Language Barrier: 1

Sega's seminal arcade game *Head On* was a great example of the state of video-game design in 1979: Very crude graphics, but surprisingly compelling gameplay with clever strategy elements. Tecmo reprogrammed the Game Boy version with enhancements like obstacles and power-ups, but wisely included the bare-bones arcade original as an option—and it's *still* fun to play in 2006!

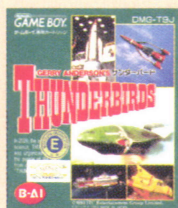
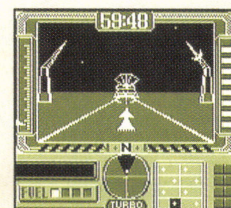


**Ganso!! Yancha-Maru (1991)****Publisher:** Irem**Language Barrier:** 1

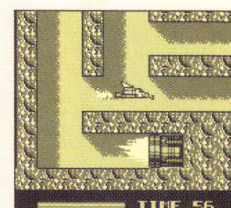
Sort of a sequel to Irem's *Kid Niki: Radical Ninja*, in the same way as *Super Mario Land* was sort of a sequel to *Super Mario Bros.*, if that makes any sense. *Ganso!! Yancha-Maru* has the same hidden power-ups, mysterious level warps, wacky music and funny, fathead bosses that made the NES game so interesting, but without the stupid-hard difficulty that made it so frustrating.

**X (1992)****Publisher:** Nintendo**Language Barrier:** 9

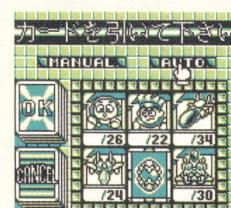
Developed by Argonaut Software (co-creator of the original *StarFox*), *X* was one of the first handheld games to feature 3-D environments and gameplay. It was announced for North American release under the name *Lunar Chase*, but it never came out here. It's mainly a ground-based first-person shooter in the *Battlezone* vein, but with much more depth and sophistication.

**Gerry Anderson's Thunderbirds (1993)****Publisher:** B-Ai**Language Barrier:** 8

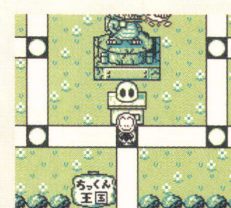
The British *Thunderbirds* TV series was hugely popular in Japan, and this action/sim from Bandai's B-Ai label captured some of the show's excitement. As a member of the International Rescue team, you get to control or interact with all of the different Thunderbird vehicles. There's a lot of Japanese text to read in the story mode, but it's not hard to figure out what to do when the action starts.

**Shuyaku Sentai Irem Fighter (1993)****Publisher:** Irem**Language Barrier:** 8

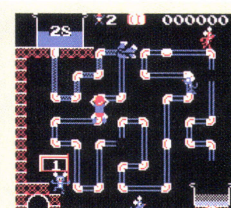
Fans of obscure video-game characters will love this card-based fighting game; it features the humanoid stars of Irem games like *Kid Niki*, *Hammerin' Harry*, *Kickle Cubicle* and *Ninja Spirit* along with boss characters from *R-Type* and even robots and spaceships from *Image Fight*, *Metal Storm* and *Mr. Heli*! We never knew that Irem had so many identifiable characters!

**GB Genjin Land: Viva! Chikkun Oukoku (1994)****Publisher:** Hudson Soft**Language Barrier:** 9

Board game-based video games didn't really catch on in North America until Nintendo released the original *Mario Party* in 1999, but they were relatively common in Japan during the 8-bit days. *GB Genjin Land* features characters from Hudson's *Bonk's Adventure* and *Bonk's Revenge* games in a hybrid of headbutting action and game board navigation.

**Frisky Tom (1995)****Publisher:** Nichibutsu**Language Barrier:** 2

Although Nichibutsu never grew to the stature of a publisher like Nintendo or Namco, its early arcade games are of some historical importance; for example, 1980's *Crazy Climber* directly influenced the design of *Donkey Kong*. 1981's *Frisky Tom* was another cult hit that Japanese retro-gamers enjoyed playing in the '90s...especially on the Super Game Boy, where the colors closely matched the arcade original.

**Nettou Samurai Spirits: Zankuro Musouken (1996)****Publisher:** Takara**Language Barrier:** 3

Better known as *Samurai Shodown III*, this ambitious Super Game Boy-enhanced fighting game is one of the many Neo•Geo fighting games that Takara downsized for the Game Boy and Game Boy Color by converting the characters into cute, chibi-style fighters. For some reason, it appears to be the only one that never made it to North America...so if you're a Neo•Geo freak like we are, you'll want to track down a copy.





### Picross 2 (1996)

**Publisher:** Nintendo  
**Language Barrier:** 4

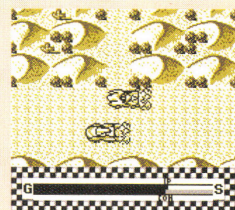
Like *Mario's Picross*, this puzzle game lets you reveal the details of a series of pictures, one pixel at a time, by using numerical clues. Unlike the previous game, the pictures are twice as large; you solve them in four separate steps. There's even a second set of "Wario's Picross" puzzles that don't feature a time limit...but they can be tougher to solve because they don't tell you when you've made a mistake.



### Mach GoGoGo (1997)

**Publisher:** Tomy  
**Language Barrier:** 6

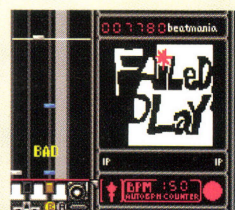
Better known as *Speed Racer*, this curious cart looks like a racing title but plays more like an RPG. You don't actually drive the Mach 5; you upgrade and tweak it as the story progress, then you watch as the noninteractive race scenes play out. Based on the updated *Mach GoGoGo* series produced for Japanese TV in 1997, the game features enhanced colors when played on the Super Game Boy.



### beatmania GB (1999)

**Publisher:** Konami  
**Language Barrier:** 1

Konami's popular *bemani* series of music-oriented games originated with the arcade game *beatmania* in 1997. This Game Boy conversion couldn't reproduce the coin-op's sound quality, but it was fun to play; in fact, this was just the first of three *beatmania* Game Boy games. The colors look best on the Game Boy Color, but it has some awesome arcade borders when played on the Super Game Boy.



### Phantom Zona (2000)

**Publisher:** Nintendo  
**Language Barrier:** 10

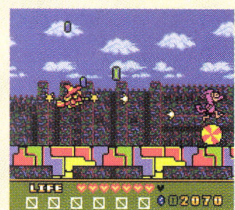
*Phantom Zona* is an unusual example of a first-party Nintendo game based on a third-party license—in this case, a Japanese variety show featuring a goth rocker played by well-known anime voice actor Shotaro Morikubo. Essentially an RPG, the game has some mysterious functions that involve pointing your real-life TV remote at the Game Boy Color's infrared communications port to generate puzzles.



### Magical Chase GB (2000)

**Publisher:** MicroCabin  
**Language Barrier:** 2

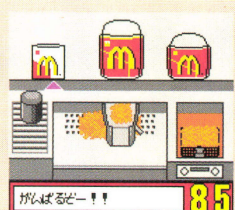
A translation of the most hard-to-find TurboGrafx-16 game, *Magical Chase GB* is a whimsical shoot-'em-up with super-colorful graphics. It's a pretty faithful conversion, too...and the "holy grail" status of the name alone has rubbed off on this Game Boy Color cart, to the point where the game is hard to obtain in the U.S. because collectors keep snatching it up as soon as one appears.



### McDonald Monogatari (2001)

**Publisher:** TDK  
**Language Barrier:** 8

A hilarious simulation game, *McDonald Monogatari* (or *The Tale of McDonald's*) puts you in the uniform of a McDonald's employee. You'll take customers' orders, fry burgers, cook french fries, operate the drink machine and count change as you work your way up the fast-food chain. After a hard day's work, you can explore the neighborhood where you live and even socialize with your co-workers.



### Star Ocean: Blue Sphere (2001)

**Publisher:** Enix  
**Language Barrier:** 9

From developer tri-Ace, this Game Boy Color role-playing game takes place after the events of the PlayStation game *Star Ocean: The Second Story*. Lots of non-Japanese-speaking *Star Ocean* fans in the U.S. imported *Blue Sphere* when it was first released and fought through the menus to beat the game by trial and error, so we know it can be done if you really want it bad enough.



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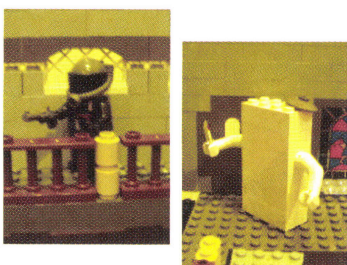
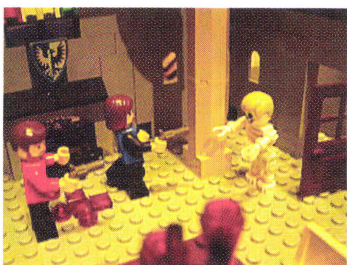
# 日本 JAPAN REPORT!

by Anatole Brown

Vol. 102

## biohazard in LEGO

A custom LEGO fan site in Japan put together these amazing scenes from the original *Biohazard* (*Resident Evil*) game using LEGO bricks! Going by the name "Brick Street 3905," this superbly talented LEGO builder found all the right pieces to make the S.T.A.R.S. team, the evil mansion and its slow-shuffling residents. Scenes from one of the most memorable video-game introductions are played out note-for-note, including separate Jill and Chris scenarios! Jill enters the "dining room" with Barry and gets assaulted by a zombie as they check out what might be "Chris' blood." LEGO Chris finds the infamous "head-turning zombie" in the small room off the hallway. Hunk and Tofu, the secret characters from *Resident Evil 2*, are also thrown in as bonuses! Makes us want to run out and buy a bag of blocks to make our own favorite video-game scenes!



## Animal Crossing NEWS



Nintendo recently announced that its successful *Animal Crossing* franchise will make the leap



into the anime world. The movie is scheduled to hit Japanese theaters sometime in December. The movie announcement isn't surprising, especially after the Nintendo DS version created even more rabid fans of the civil wild kingdom. What has left people scratching their heads, however, is the odd promotional still released by Nintendo—the character design and art style in this photo look nothing like the game. No other details have been offered about the movie, so we'll just have to wait

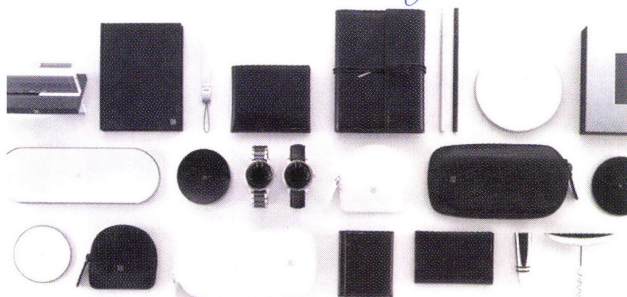
and see how this pans out. In other *Animal Crossing* news, the *Animal Crossing* Museum in Harajuku just closed its doors. The brief exhibit, called "My Favorite Animal Crossing," invited popular character artists such as

Mori Chuck (Gloomy Bear creator) and Touma (Knuckle Bear creator), to display works inspired by the *Animal Crossing* world. The main attraction for most fans, however, was the free Nintendo DS download station that transferred Mario-themed furniture to the *Animal Crossing* game, including 1-Up Mush-

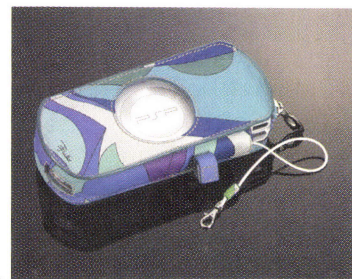


rooms, Gold Coins and other classic gaming icons! The exhibit was rather small, but admission was free, and you could buy some rare *Animal Crossing* goods like DS stylus pens and the highly collectable tiny dollhouses. Unfortunately, the hottest item—the life-size K.K. Slider doll—wasn't for sale.

## PlayStation Signature



Ever the branding opportunist, Sony rolled out a line of adult-aimed products, featuring PlayStation and PSP-style logos. Most of the stuff is stationary goods, like pens, notebooks and cases, but a few items are for leisure, like the wine glass and bottle opener. The colorful standout amongst the drab silver and black motif is the designer PSP case from Emilio Pucci. The "silk scarf" blue design looks like it belongs in the perfume section of a department store, but the 33,600 yen (about \$302) price tag is no laughing matter. How are we supposed to save up for the PlayStation 3?



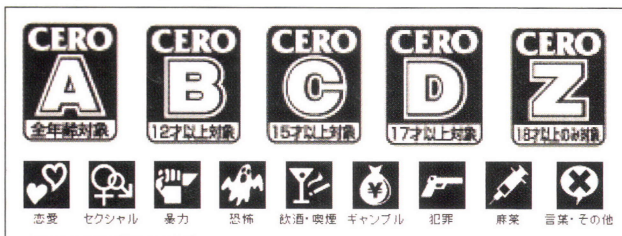
## NEW GAME RATINGS



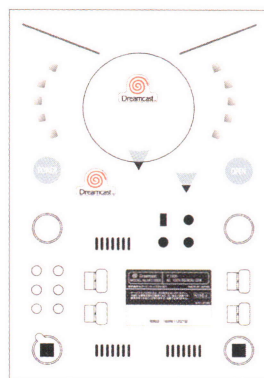
Japanese consumers will now have to take heed of a new video-game ratings standard, thanks to the new guidelines set forth by CERO, the Computer Entertainment Ratings Organization. CERO, which is basically identical to the ESRB (Entertainment Software Ratings Board) in the U.S., previously only had three age-appropriate categories for rating Japanese games: 12 and over, 15 and older and 18 and older. Now the ratings will be designated with a letter and color coding, with additional age limits imposed: A (Black) for all

ages, B (Green) for 12 and older, C (Blue) for 15 and older, D (Yellow) for 17 and older and Z (Red) for 18 and older.

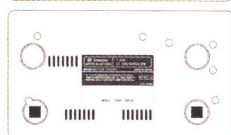
There will also be new Content Descriptor icons to indicate the types of content which may be potentially offensive. Because of this change, 148 released titles will be given a new age rating. The most significant impact will be on the handful of new Z-rated titles, which were previously available to 17-year-olds, but will now carry an 18 or older warning. Not surprisingly, the few Z-rated titles mostly include western-developed games, such as the *Grand Theft Auto* series, *The Getaway* series, *Max Payne* and *Driv3r*. The *True Crime* series was still being assessed at press time, but will most likely get the Z rating. Interestingly enough, Capcom distributes most of the Z-rated titles in Japan, including *GTA*, *The Getaway*, *True Crime* and one of three Z-rated games that originated in Japan—*Killer 7*! Japan's new rating system will also undoubtedly have an impact on the Japanese-developed games that are translated and brought over here. Developers will need to be extra cautious when they straddle the line between 17- and 18-year-old groups.



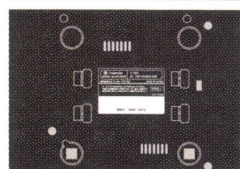
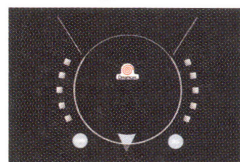
## Sega Original Goods Project



so other people can buy it online. The survey kicks off with these sticker sets based on three classic Sega

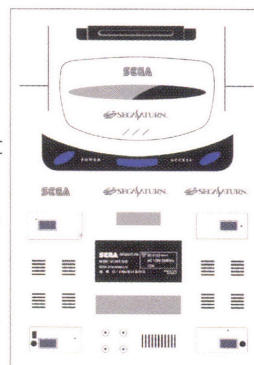


the Nintendo DS and large for your PC or even a game console! The stickers



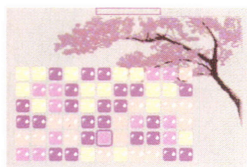
Segadirect, Sega's online store, started a weekly survey contest called the Sega Original Goods Project. The survey works like this: Sega proposes an original Sega-themed product, while users log in to decide whether they would ever buy such a product. If the survey turns out to be positive, then the first 500 entrants will win the product, plus Sega will put the product into mass production

hardware units: Sega Dreamcast, Sega Saturn and Sega Mega Drive (Genesis in the U.S.). Three different sizes are being proposed to fit any of your favorite gadgets: small for cell phones or MP3 players, medium for handheld units like

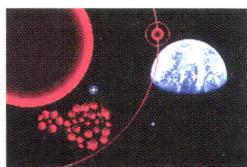


would range from 2,000 yen to 2,500 yen (about \$18 to \$22). Unfortunately, the contest is only for Japan and you need to answer several questions in Japanese. I have a feeling though, that most of these products already exist and are actually surplus items from various Sega events.

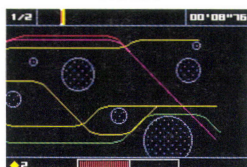
## BIT GENERATIONS



Colaris



Orbital



Dotstream

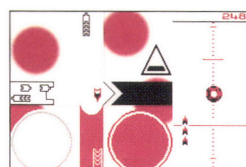
Early in the spring, Nintendo had an art gallery of sorts at the famous Parco department store in Shibuya. The interactive exhibit called Bit Generations featured tons of Game Boy Micros lined up in rows. Passersby were able to play simple puzzle games that mixed art and sound on different Micro units. Nintendo recently announced that these Bit Generation games will be available as series sets starting this summer. Series 1 will include three games: *Dotstream*, *Boundish* and *Dial Hex*. Series 2 will have four games: *Colaris*, *Orbital*, *DigiDrive* and *SoundVoyager*. Each cartridge will cost 2,000 yen. 700 lucky people who cashed in their Club Nintendo points in Japan were selected to test the games before their public release. In exchange for the free cartridges, they had to fill out questionnaires about the game. Of course, Bit Generation games can be played on the DS, DS Lite, GBA and GBA SP.



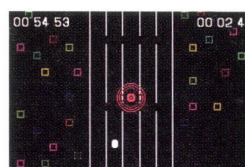
Boundish



Dial Hex



DigiDrive



SoundVoyager





# PROFILE OF THE VALKYRIES!

**TIPS & TRICKS** senior editor Charlotte Chen recently met with Hajime Kojima and Yoshinori Yamagishi of Square Enix's Japanese headquarters to get the inside story on two new games: *Valkyrie Profile: Lenneth* and *Valkyrie Profile 2: Silmeria*.

## Valkyrie Profile: Lenneth

*Valkyrie Profile* was a cult classic on the PlayStation, and copies of the game are still being sold on eBay for amounts higher than the cost of the game when it first came out! Fans of Enix (before it merged with Square) were still waiting for *Dragon Warrior VII*, and *Valkyrie Profile* filled the void. In the game, the Valkyrie Lenneth was sent down to the mortal realm to recruit the souls of dead warriors

into the army for the Gotterdammerung. Otherwise known as the Twilight of the Gods, that'd be the final grudge match between two warring factions in the Norse gods' realm of Asgard...which might have destroyed the whole universe if the good guys didn't win! (And you thought your life was stressful.) The game was split between a 3-D overworld where Lenneth used her psychic powers to pinpoint people who were about to give up the ghost, and 2-D dungeons where she trained her fledgling army. There were many characters to recruit, multiple endings, tons of customization and varied difficulty settings that also affected the game riddles. Fans of the original—and gamers who missed out the first time around—can now play *Valkyrie Profile: Lenneth* on the PSP, a faithful recreation of the original with all-new CGI cutscenes. Released in Japan on March 2, the game was due in North America in July.



# VALKYRIE PROFILE<sup>®</sup>

## LENNETH

## Valkyrie Profile 2: Silmeria

*Valkyrie Profile 2: Silmeria* is one of the most beautiful games ever created for the PlayStation 2, thanks to some gorgeous real-time lighting effects. Silmeria is a rebel valkyrie who has been trapped inside a human body by Odin, the king of

the Norse gods. The plan to keep her dormant is foiled when Silmeria awakens while within the main character, Alicia, the Princess of Dipan. There are moments when Alicia and Silmeria communicate, or when they swap places and Silmeria controls their speech. This pretty much makes it look like Alicia is always talking to herself like a crazy person with two different personalities, which gets her (them?) locked up in a tower by King Barbarossa.

The battle system has been significantly upgraded, with full 3-D battlefields and the ability to split up your party and surround an enemy. You can also commit a "Direct Assault" to take out the group leader, resulting in a quick victory. Fallen soldiers can still be recruited into the party, although there appear to be normal human (i.e. not dead)



companions as well...including Rufus, the green-haired doppelgänger of Jack Sparrow. The areas between towns are still in 2-D, but the platforming has been simplified with the Photon Action system, which is the evolution of the small crystals Lenneth used to shoot back in the day. Released on June 22 in Japan, *Valkyrie Profile 2: Silmeria* will hit the U.S. this September.



## VALKYRIE PROFILE Interview



**Valkyrie Profile** assistant producer Hajime Kojima and producer Yoshinori Yamagishi

new CG movies reveal the connection between *Valkyrie Profile: Lenneth* and *Valkyrie Profile 2: Silmeria*.

**Note:** Our interview time was shared by another media outlet, GameSpot, so some of the questions are theirs.

**T&T:** Will *Valkyrie Profile: Lenneth* include any additional content that wasn't in the original PlayStation version of *Valkyrie Profile*?

**A:** We've only added new CG movies to the PSP version. All the stories and scenarios remain the same. However, the



**GS:** How does the story of *Valkyrie Profile 2: Silmeria* relate to the first game?

**A:** *Valkyrie Profile 2: Silmeria* takes place in the world of Asgard 100 years before the original *Valkyrie Profile*.



**GS:** Can you explain Silmeria's situation in the game?

**A:** Silmeria was confined in a crystal in the first *Valkyrie Profile*. In this prequel, the question of why Silmeria was confined in a crystal will be answered.

**T&T:** *Valkyrie Profile 2* has been getting a lot of praise because of how incredibly beautiful it looks, especially for a PS2 game. Can you tell me about the development team? What other projects have they worked on before?

**A:** *Valkyrie Profile 2: Silmeria* is being developed by tri-Ace, which previously developed *Valkyrie Profile* and the *Star Ocean* series. Essentially the same development team developed *Valkyrie Profile 2*.

**GS:** The original *Valkyrie Profile* is known for its battle system. How is *Valkyrie Profile 2* going to build on that?



**A:** Just like in the first game, you initiate battle by touching the enemy. Unlike before, you can move around on a 3-D battlefield once the fight begins. The circle around the party indicates the party's attack range. The red field indicates the enemy's attack range. If you stay within the enemy's attack range, you will be attacked. The players should avoid the enemy's attack range and try to attack from behind or the side (you can split up your own party into smaller groups).



You can also break the enemy's arms, legs, wings. When the enemy's leg is broken, it can no longer move. Through breaking parts of the enemy's body, you can obtain a certain item. Get enough of these, and you can use them to create a new rare item. Another feature in the battle system is that each enemy group has a "leader." If you defeat the leader, you can end the battle without fighting the other enemies in the group. On the other hand, if you want to obtain a lot of items, it's better to defeat all the enemies, instead of just the leader. You can also skip the movie scenes in this game.

**T&T:** Once in a while the screen says "Soul Crush" during the battle. What do you need in order to execute the combination "Soul Crush" special attack, allowing the characters to link all these special attacks in sequence?



**A:** Just like in the previous game, as long as your hit gauge is at least 100, you can unleash the special attacks consecutively. Each subsequent hit in the combo has to reach at least 100 for the linking to continue.

**T&T:** It's been six years. Why was there such a long delay between the first *Valkyrie Profile* and this one?

**A:** The developer of *Valkyrie Profile* also developed *Star Ocean: Till the End of Time* and *Radiata Stories*. That's why it took some time before *Valkyrie Profile 2: Silmeria*. It was always the wish of the team to create a follow-up to *Valkyrie Profile*.

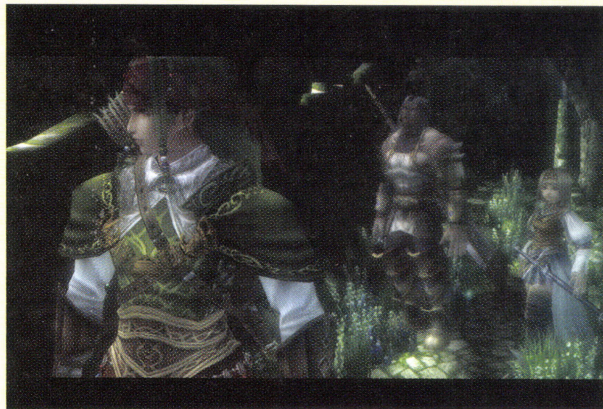
#### Jack from Radiata Stories

**GS:** I've heard that the Photon Action system in areas between battles is used to interact with the environment. Can you explain what that is?

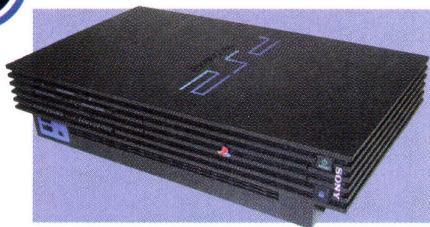
**A:** It is similar to the crystal system in the previous game. You can make a crystal and step on it. The biggest difference is that you can use it to swap places with an enemy. Right after transportation, you can jump in the air. Using the Photon Action system, you can also reach upper floors.

**T&T:** Can you elaborate on some of the other characters that were shown in the trailer, like Rufus or Dylan? What's their relationship to Alicia or Silmeria?

**A:** Rufus is the first companion Alicia asks to travel with her. Dylan is the second companion, who is Einherjar\*. This time, Silmeria has Einherjar in her body, unlike the first *Valkyrie Profile*. She can materialize them into your party. Dylan is one of the Einherjar, who used to be a soldier many years ago.



\*In Norse mythology, the Einherjar are warriors who died bravely on the battlefield. Their souls are recruited by the gods to fight in the battle of Ragnarok, the ultimate confrontation when everything in the cosmos will be destroyed.



# PlayStation 2 tips

## 007: NIGHTFIRE

### Secret Passwords

Choose "Codenames" from the main menu, then choose your custom profile and enter any of the following codes at the "Secret Unlocks" menu. Be sure to choose the "Save Codename" option from the Codename "Edit" menu after entering any of these codes; if you don't, the code's effects will be lost and you'll have to enter it again.

PASSPORT—Unlock all missions

PARTY—Unlock all characters in Multiplayer mode

GAMEROOM—Unlock all scenarios in Multiplayer mode

BOOM—Unlock "Explosive Scenery" enviro-mod in Multiplayer mode scenario options

Q LAB—Unlock all gadget and weapon upgrades

### Driving Cheats

Enter the following codes at the pause menu during any of the game's "driving" missions (Paris Prelude, Alpine Escape, Enemies Vanquished, Deep Descent or Island Infiltration). The "speed" and "motion blur" codes can be disabled by entering the same code again.

Vehicle Armor—Hold L1, press  $\square$ ,  $\Delta$ ,  $\square$ ,  $\Delta$ ,  $\square$ ,  $\Delta$  and release L1

Double Speed—Hold L1, press  $\square$ ,  $\Delta$ ,  $\square$ ,  $\Delta$ ,  $\square$ ,  $\Delta$  and release L1

Display Motion Blur—Hold L1, press  $\square$ ,  $\square$ ,  $\square$ ,  $\square$  and release L1

Double Speed + Display Motion Blur—Hold L1, press  $\square$ ,  $\Delta$ ,  $\square$ ,  $\Delta$ ,  $\square$ ,  $\Delta$  and release L1

Drive the Combat Utility Vehicle—Hold L1, press  $\square$ ,  $\Delta$ ,  $\square$ ,  $\Delta$  and release L1 (Note: This code only works in the Enemies Vanquished mission) Secret Shelby Cobra race—Hold L1, press  $\square$ ,  $\square$ ,  $\square$ ,  $\Delta$  and release L1 (Note: This code only works in the Enemies Vanquished mission)

## 24: THE GAME

### Cheat Codes

Hold L1 + L2 + R1 + R2 at the main menu for ten seconds; a blue dialogue box labeled "Security Clearance" will appear, allowing you to enter the following codes. Hold the  $\times$  button and press Left or Right on the D-pad to scroll through letters and numbers. After you enter the code, press  $\square$ . If the code is valid, it will light up yellow. The codes for all levels and bonuses will only work if you have save data from the game on your memory card. The levels and bonuses can be accessed from the box labeled "Previously on 24" on the main menu.

6 6 B A U E R—Invulnerability

6 2 A L M E I D A—Infinite ammo

7 2 D E S S L E R—All levels

5 4 P A L M E R—All bonuses

## AEON FLUX

### Cheat Passwords

During gameplay, pause the game and enter the following cheats by selecting "Enter Cheat" from the "Cheats" menu. Once you enter a cheat, its effect will appear in the "Cheats" menu, where you can toggle it on or off.

TANGO ROMEO INDIA ROMEO OSCAR XRAY—God mode

HOTEL ECHO ALPHA LIMA MIKE ECHO—Restore health

CHARLIE LIMA OSCAR NOVEMBER ECHO—Unlimited health

FOXTROT UNIFORM GOLF—Unlimited ammo

LIMA CHARLIE VICTOR GOLF—Unlimited Power Strikes

CHARLIE UNIFORM TANGO INDIA OSCAR NOVEMBER ECHO—Free fatalities

BRAVO UNIFORM CHARLIE KILO FOXTROT SIERRA TANGO—One-strike kills

UNIFORM KILO GOLF ALPHA MIKE ECHO ROMEO—Unlock action movie

### More Cheat Passwords

Choose "Extras" from the main menu, then select "Enter Cheat" and enter any of the following passwords:

BRAVO ALPHA YANKEE OSCAR UNIFORM—Unlock all episodes in "Replay Episode" mode

PAPA INDIA XRAY ECHO SIERRA—Unlock all slideshows

MIKE OSCAR VICTOR INDIA ECHO—Unlock Seeds costume

BRAVO LIMA UNIFORM ROMEO—Unlock War costume

GOLF ROMEO ALPHA YANKEE—Unlock Fame costume

JULIET ALPHA CHARLIE KILO ECHO TANGO—Unlock Bomber Jacket costume

WHISKEY HOTEL INDIA TANGO ECHO—Unlock Mrs. Goodchild costume

ALPHA ROMEO MIKE SIERRA—Unlock Revelation costume

CHARLIE LIMA OSCAR TANGO HOTEL ECHO SIERRA—Unlock Freya, Monican Freya, Hostess Judy, Una and Fashion Una costumes

## AIRFORCE DELTA STRIKE

### Cheat Code

At any time during the game, press START to pause, then enter the following code at the "Pause" screen: Press Up, Up, Down, Down on the left analog stick, press Left, Right, Left, Right on the right analog stick, then press L3, R3 (push the analog sticks until they click). You'll hear a chime to confirm the code; when you unpause, you'll see that your missiles and damage gauge have been refilled. Note: This code only works once in each mission.

## APE ESCAPE 3

### Secret Monkey Passwords

At the title screen, press L1 + L2 + R1 + R2 simultaneously; a password entry screen will appear. Most of the following passwords are found in Hint Books which can be purchased at the bookstore in the shopping center. Note that some of the passwords have spaces or capital letters in them, and that some of the monkeys cannot be caught until after you beat the game.

grobyc—Releases SAL-1000 into the "Sarummon's Castle" stage. SAL-1000 can be found in the colosseum area, but you won't be able to reach this area without the Super Monkey morph, which you receive after you beat the game.

2nd man—Releases Shimmy into the "Winterville" stage. Shimmy can be found in a snowy field which cannot be reached without the Super Monkey morph (see above).

blackout—Releases Dark Master into the "Kung-Fu Alley" stage. Look for him in the lounge area where Bonmos is found.

krops—Releases Spork into the "Hide n' Seek Forest" stage. Look for him in the cabin where the lamb monkeys are found.

redmon—Releases Pipotron Red into the "Toy-town" stage. Look for him in the toy room with the blocks.

coolblue—Releases Pipotron Blue into the "Airplane Squadron" stage. You'll find him as soon as you exit the casino.

yellowy—Releases Pipotron Yellow into the "Winterville" stage. Look for him in the house near the start of the stage.

SAL3000—Releases SAL-3000 into the "Space-TV Fortress" stage. He can be found in a special slot machine room which can only be reached using the Super Monkey morph.

2 snakes—Unlocks a movie tape which you can watch in the Home Theater and two movie files which you can watch and edit in the Simian Cinema.

## ARENA FOOTBALL

### Cheat Codes

At the main menu, press the  $\circ$  button to call up the Choose Active Profile menu, then select "Create New Profile" or use the "Rename Profile" option to create a profile with one of the following names. When playing with that profile, the corresponding cheat will be active. Be sure to enter the capital/lowercase letters and spaces as shown. Note: The effects of these codes can only be seen in Quick Play mode.

IronMen—All players' stats maxed out at 99

SPMAHC—Unlock All-Star Champs team

LFAOPEN—Unlock all teams

Run Me—While on offense, only running plays can be selected

Pass Me—While on offense, only passing plays can be selected

Kick Me—While on offense, only special-teams plays can be selected

## BAD BOYS: MIAMI TAKEDOWN

### Cheat Code

At the "Press Start Button" screen, press  $\square$ ,  $\Delta$ , Right, Down; a gunshot sound will confirm correct code entry. You can now select any level under the Quick Game menu and toggle any of the options at the Cheats menu.

## BALDUR'S GATE: DARK ALLIANCE II

### Invincibility/Level Warp

At any time during gameplay, hold L1 + R1 +  $\Delta$  +  $\square$  +  $\times$  +  $\square$  and press START to bring up a cheat menu. You can toggle invincibility on and off and warp to any location from here, even places that you haven't been to previously. You can even warp to levels that you are not supposed to be able to go to; for example, you can go to Zarad's study even when you're not playing as Ysuran.

### Level-Up Cheat

At any time during gameplay, hold L1 + R1 +  $\Delta$  +  $\square$  +  $\times$  +  $\square$  and press the L2 button. This cheat automatically levels your character up to level 10, gives you 45 Feat points and gives your character 500,000 gold. Be careful when your character passes level 10, since the code will reset all of your character's stats back to level 10.

## THE BARD'S TALE

### Cheat Codes

At any time during gameplay, hold L1 + R1 and enter any of the following codes:

Full health and mana—Left, Left, Right, Right, Up, Down, Up, Down

Can't be struck—Left, Right, Left, Right, Up, Down, Up, Down

Can't be hurt—Right, Left, Right, Left, Up, Down, Up, Down

Damage x 100—Up, Down, Up, Down, Left, Right, Left, Right

10,000 silver pieces and 100 adderstones—Up, Up, Down, Down, Left, Right, Left, Right

Unlock all levels—Right, Right, Left, Left, Up, Down, Up, Down

## BATTLEFIELD 2: MODERN COMBAT

### Earn All Weapons

At any time during gameplay, hold L2 + R2 and press Right, Right, Down, Up, Left, Left.

## BIG MUTHA TRUCKERS 2

### Cheat Passwords

Press  $\square$  at the main menu to access the "Enter Cheat" screen, where you can enter any of the following codes:

MISSIONS—Unlock all missions

CASH—Earn \$100,000

BRIDGE—Easy bridge crossing

NODAMAGE—Invincibility

NOCOPS—No cops

EBM—Unlock Evil Bob mission

PJ—Pay off one juror

PAJ—Pay off all jurors

COPS—Cops always on route

BKERS—Bikers always on route

GALLERY—Unlock all gallery items

## BLITZ: THE LEAGUE

### Cheat Passwords

Choose "Extras" from the main menu, then select "Codes" and enter the following codes. The cheats can then be toggled on or off in the "Game Options" section under Quick Play.

ON FIRE—Ball trail always on

BOUNCY—Beach ball

PIPPED—Double unleash icons

NOTTIERED—Stamina Off

CLASHY—Super Clash

BIG DOGS—Super unleash clash

CHUWA—Two-player co-op

## BRAZ: ROCK ANGELZ

### Cheat Passwords

After gaining access to the Bratz office, locate the Cheat Computer and enter any of the following passwords:

STYLIN—Cameron changed

MEYGEN—Dylan changed

BLINGZ—London Boy changed

ROCKIN—Paris Boy changed

YASMIN—Receive 1,000 Blingz

PHOEBE—Receive 2,000 Blingz

DANCIN—Receive 2,100 Blingz

WAYFAB—Receive 3,000 Blingz

HOT TIE—Receive 6,000 Blingz

BLAZIN—Unlock Ringtone 12

FANN A—Unlock Ringtone 15

ANGELZ—Unlock Ringtone 16

## BURNOUT: REVENGE

### Saved Game Data Bonus Vehicles

If you have a Burnout 3: Takedown save file on your PS2 memory card when creating a profile in Burnout: Revenge, you will automatically unlock a secret vehicle, the Dominator Assassin. If you have a Madden NFL 06 save file, you'll unlock the Madden Challenge Bus.

## CALL OF DUTY 2: BIG RED ONE

### Unlock All Stages

Choose "Single Player" from the main menu and select the "Chapter Select" option. When the Chapter Select menu appears, hold L1 + R1 and press Up, Up, Down, Down, Left, Left, Right, Right,  $\square$ , Right,  $\square$  to unlock all of the chapters.

## CAPCOM CLASSICS COLLECTION

### Unlock All Extras and More

At the title screen, press L1, R1, Up on the right analog stick, Down on the right analog stick, L1, R1, Up on the left analog stick, Down on the left analog stick, L1, R1, Up, Down. A message will appear to confirm that you have unlocked all of the Extras in the game. This code also allows you to select any weapon in Ghosts 'n Goblins, Ghouls 'n Ghosts and Super Ghouls 'n Ghosts by pressing Right or Left on the right analog stick during the game.

## CAPCOM FIGHTING EVOLUTION

### Enable Progressive Scan Mode

Hold  $\Delta$  +  $\times$  while the game is loading. A confirmation screen will appear and ask if you want to switch to progressive scan mode before the game starts.

## CARS

### Cheat Codes

Select "Options" from the main menu, then choose "Cheat Codes" and enter any of the following codes:

IMSPED—Faster acceleration

VROOOM—Unlimited Boost meter

YAYCARS—Unlock all cars

R4MONE—Unlock all paint schemes for all unlocked vehicles

MATTL66—Unlock all Arcade games

IF900HP—Unlock all Bonus Content and all Arcade games

TRGTEXC—Unlock Mater's Countdown Clean-Up Mini-game and Mater's Speedy Circuit Road Race

COCN3PT—Unlock all character and environment art

WATCHIT—Unlock all movie clips and deleted scenes

## CHICKEN LITTLE

### Cheat Codes

Choose "Extras" from the main menu, then select "Cheat Codes" and enter the following:

Invincibility—Ball, Ball, Ball, Ball, Shirt

Sunglasses mode—Mitt, Mitt, Helmet, Helmet

Big comb mode—Ball, Bat, Bat, Ball

Paper pants mode—Bat, Bat, Hat, Hat

Big feet mode—Hat, Mitt, Mitt, Hat

Underwear mode—Hat, Hat, Shirt, Shirt

Big head mode—Hat, Helmet, Helmet, Hat

Feathers fly off when running—Bat, Shirt, Shirt, Ball

## THE CHRONICLES OF NARNIA

### THE LION, THE WITCH AND THE WARDROBE

#### Unlock All Levels

At the level select menu (i.e. while looking at the Wardrobe), hold L1 and press Up, Up, Right, Right, Up, Right, Down to open all the levels.

#### Unlock All Bonus Content

Choose "Bonus Content" from the level select (Wardrobe) menu. When the Bonus Items menu appears, hold L1 and press Down, Down, Right, Right, Down, Right, Up to unlock all the bonuses.



Rock Meter always green—Yellow, Blue, Orange, Orange, Blue, Yellow, Orange  
 Player uses Red Octane guitar—Blue, Orange, Yellow, Blue, Air  
 Player uses air guitar—Orange, Orange, Blue, Yellow, Orange  
 Crowd has monkey heads—Blue, Orange, Yellow, Yellow, Blue, Orange  
 Crowd has skull heads—Orange, Yellow, Blue, Blue, Orange, Yellow, Blue, Blue  
 Venues disappear—Blue, Yellow, Orange, Blue, Yellow, Orange

To enter the codes on the standard PS2 controller, you must hold **Left** on the D-pad and press the following buttons at the main menu:

Unlock everything—**△, □, ×, ○, △, △, △, △**  
 Rock Meter always green—**△, ×, □, □, ×, ×, △, □**

Player uses Red Octane guitar—**×, □, △, ×, ×, ×**  
 Player uses air guitar—**□, □, ×, △, △, △**  
 Crowd has monkey heads—**×, □, △, △, △, ×, □**  
 Crowd has skull heads—**□, △, ×, △, △, ×, ×**  
 Venues disappear—**×, △, ×, △, △, ×, ×**

## HALF-LIFE

### Cheat Codes

Select "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:

Xen gravity—**Up, △, Down, ×, Up, Down, ×**  
 Invincibility—**Left, □, Up, △, Right, ○, Down, ×**  
 Infinite ammo—**Down, ×, Left, ○, Down, ×, Left, ○**  
 Invisibility—**Left, □, Right, ○, Left, □, Right, ○**  
 Slow motion—**Right, □, Up, △, Right, □, Up, △**  
 Alien mode—**Up, △, Up, △, Up, △, Up, △**

## I-NINJA

### Cheat Codes

At any time during gameplay, pause the game and enter the following codes:

Sword upgrade—Hold **L1 + R1** and press **○, □, △, △, △, ○, □**  
 Complete current mission—Hold **R1** and press **□, □, □, ○**; release **R1**, hold **L1** and press **△, △**; release **L1**, hold **R1** and press **□** (This code can only be entered during missions; it can't be used in "Collect the Red Coins" or "Find All the Enemies" missions)  
 Big head mode—Hold **R1** and press **△, △, △, △**; release **R1**, hold **L1** and press **△, △**; release **L1**, hold **L1 + R1** and press **△, △, △**

## ICE AGE 2: THE MELTDOWN

### Cheat Codes

At any time during gameplay, press **START** to pause the game and enter any of the following codes at the pause menu:

Infinite health—**Up, Right, Down, Up, Left, Down, Right, Left**  
 Infinite energy—**Down, Left, Right, Down, Down, Right, Left, Down**  
 Infinite pebbles—**Down, Down, Left, Up, Up, Right, Up, Down**  
 Level select—**Up, Right, Right, Left, Right, Right, Down, Down**  
 Unlock all bonuses—**Down, Left, Up, Down, Down, Left, Right, Right**

## THE INCREDIBLE HULK ULTIMATE DESTRUCTION

### Cheat Codes

Choose "Extras" from the main menu, then select "Code Input" and enter the following codes; if it's a valid code, the corresponding cheat will appear at the bottom of the screen. Note that some cheats can be toggled on or off, while others cannot.

**R E T R O**—Play the game in black & white  
**H I S T O R Y**—Play the game in sepia  
**S M A S H 5**—Smash Point Bonus—5,000  
**S M A S H 10**—Smash Point Bonus—10,000  
**S M A S H 15**—Smash Point Bonus—15,000  
**B R I N G I T**—Doubles the value of all health collectibles  
**C A B B I E S**—All ambient vehicles are taxis  
**O C A N A D A**—Character: Canadian Flag Shorts  
**A U S T R I A**—Character: Australian Flag Shorts  
**A M E R I C A**—Character: American Flag Shorts  
**F S H N C H P**—Character: UK Flag Shorts  
**D R A P E A U**—Character: French Flag Shorts  
**D E U T S C H**—Character: German Flag Shorts  
**M U T A N D A**—Character: Italian Flag Shorts  
**B A N D E R A**—Character: Spanish Flag Shorts  
**F U R A G G U**—Character: Japanese Flag Shorts  
 The following codes can be entered in the same way, but they will not work until you've accomplished certain goals in the game. Seven of them will work after you find the comic that reveals the corresponding code, while the last two codes have special requirements listed below.  
**D E S T R O Y**—Doubles Hulk's damage values  
**F R O G G I E**—Doubles the speed of traffic and makes it more aggressive  
**P I L L O W S**—Low gravity

**C H Z G U N**—Replaces all missiles in the Badlands with cows  
**T R A N S I T**—Replace all traffic with buses  
**K I N G K N G**—Replaces all lamppost props with inflatable gorillas  
**S U I T F I T**—Character: Joe Fixit  
**C L A S S I C**—Character: Classic Grey Hulk (Note: This cheat will not work until you have collected all 60 comics)  
**V I L L A I N**—Character: Abomination 1 (Note: This cheat will not work until you have finished the game)  
 There's also one special character who becomes unlocked in the "Buy" menu after you finish the game, but you'll need a whopping 1,000,000 Smash Points to buy him.

## THE INCREDIBLES: RISE OF THE UNDERMINER

### Cheat Passwords

At any time during gameplay, pause the game and choose the "Menu" option, then select "Secrets" and enter any of the following passwords:  
**L E V E L L O C K S M I T H**—Unlock all missions  
**S H O W M E**—Unlock all Gallery items  
**M R I P R O F**—Earn 1,000 XP for Mr. Incredible  
**F R O Z P R O F**—Earn 1,000 XP for Frozone  
**M R I M A S T E R**—Maximum level and all upgrades for Mr. Incredible  
**F R O Z M A S T E R**—Maximum level and all upgrades for Frozone  
**M R I B O O M**—Earn one Super Move for Mr. Incredible  
**F R O Z B O O M**—Earn one Super Move for Frozone  
**W H Y M U S T W E F I G H T**—Infinite Super Moves  
**T H I S I S T O O E A S Y**—Enemies inflict more damage  
**T H I S I S T O O H A R D**—Enemies inflict less damage  
**E G O P R O B L E M**—Big heads  
**H E A D R O O M**—Tiny heads  
**I N A H U R R Y**—Speed up gameplay  
**M A X I M I L I O N**—Earn double XP  
**R O L L C A L L**—Show credits  
**S H A M E L E S S**—Show Heavy Iron Studios logo video

## JUICED

### Cheat Code

Select "Extras" from the main menu, then select "Cheats." Enter the code "PINT" to unlock all cars and tracks in Custom Mode and all cars and Series races in Arcade Mode.  
**E n a b l e P r o g r e s s i v e S c a n M o d e**  
 At the "Warning" screen, press and hold **□ + △ + ○ + ×** for one second. You will be taken to a screen where you will be able to enable progressive scan mode.

## KARAOKE REVOLUTION

### Cheat Codes

Enter any of the following codes at the title screen, while the words "Press Start to Begin" are pulsating. You will hear a confirmation sound if the code was entered correctly. Note: The autosave feature will be disabled when a cheat code is activated.  
 Unlock all videos—**□, □, ○, ○, Up, Left, Right, Up, L3, R3**  
 Unlock all songs—**○, □, ○, □, Up, Down, Left, Right, L3, L3**  
 Unlock all venues—**○, □, ○, ○, Up, Down, Left, Down, R3, R3**  
 Unlock all characters—**L3, L3, R3, L3, Up, Left, Up, Right, □, □**  
 Unlock all outfits—**□, ○, ○, □, Up, Down, Left, Right, R3, L3**

## KARAOKE REVOLUTION VOLUME 2

### Cheat Codes

Enter any of the following codes at the title screen. You'll hear a confirmation sound each time you enter a code correctly. Note: The autosave feature will be disabled when a cheat code is activated.  
 Unlock all characters—**L3, □, ○, L3, Up, Left, Right, Down, □, □**  
 Unlock all songs—**□, △, Down, Left, Up, Right, L2, R2, Start**  
 Unlock all venues—**□, △, Right, Up, Left, Down, R2, L2, Start**  
 Unlock all outfits—**Up, ○, Left, □, □, Down, ○, Right, R3, L3**  
 Unlock all videos—**Up, □, Right, ○, □, Left, ○, Up, L3, R3**  
 Unlock *Ties & Tricks* shirt for Ishani—**R3, □, □, Down, ○, L3, ○, Up, Left**  
 Unlock Konami shirt for Dwayne—**Right, R3, Right, R3, □, Right, ○, □, Down, Left**  
 Banana microphone—**L1, L1, R2, R2, Right, Down, ○, Left, Up, □**  
 Toothbrush microphone—**R1, L1, R2, L2, Right, Left, Down, Up, ○, □**

## KILLZONE

### Cheat Codes

At the main menu, hold **L1** and enter any of the following codes:  
**○, □, ×, ○, ○**—Enemies have big heads  
**○, □, △, ○, ○**—Unlock all movies  
**U n l o c k A l l L e v e l s**  
 To unlock all levels, enter "Shooterman" as your profile name. Note: Only the "S" should be capitalized.

## LEGO RACERS 2

### Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes. You'll hear a special sound effect after entering a correct code. These codes must be entered rapidly or they may not be recognized.  
 Unlock Mars—**Left, Left, Right, Right, Left, Left, Right, Right, Down, Left, Right**  
 Toggle alternate camera view—**Left, Left, Left, Right, Right, Right, Up, Up, Down, Down, Down, Left, Left, Left, Right, Right**

## LEGO STAR WARS: THE VIDEO GAME

### Cheat Codes

After beginning a game, head over to Dexter's Diner and walk up to the counter. At the menu, select "Enter Code" and enter any of the following passwords.  
**B E Q 8 2 H**—Unlock Princess Leia for purchase  
**L 5 4 Y U K**—Unlock Rebel Trooper for purchase  
**A 3 2 C A M**—Unlock Darth Sidious for purchase  
**V R 8 3 2 U**—Unlock Disguised Clone for purchase  
**M 5 9 5 2 L**—Unlock Mace Windu (Episode III) for purchase  
**R 5 6 2 5 J**—Unlock Clone (Episode III, Walker) for purchase  
**N 3 2 6 P 8**—Unlock Clone (Episode III, Swamp) for purchase  
**B H U 7 2 T**—Unlock Clone (Episode III, Pilot) for purchase  
**E R 3 3 J N**—Unlock Clone (Episode III) for purchase  
**S F 3 2 1 Y**—Unlock General Grievous for purchase  
**Z T Y 3 9 2**—Unlock Greivous' Bodyguard for purchase  
**1 4 P G M N**—Unlock Count Dooku for purchase  
**E U W 8 6 2**—Unlock Shaak Ti for purchase  
**C B R 9 5 4**—Unlock Kit Fisto for purchase  
**D P 5 5 M V**—Unlock Ki-Adi Mundi for purchase  
**A 7 2 5 X 4**—Unlock Luminera for purchase  
**L A 8 1 1 Y**—Unlock Boba Fett for purchase  
**P L 4 7 N H**—Unlock Jango Fett for purchase  
**X Z N R 2 1**—Unlock Super Battle Droid for purchase  
**L K 4 2 U 6**—Unlock Battle Droid (Geonosis) for purchase  
**1 9 D 7 N B**—Unlock Geonosian for purchase  
**F 8 8 4 L 6**—Unlock Clone for purchase  
**H 3 5 T U X**—Unlock Darth Maul for purchase  
**9 2 U J 7 D**—Unlock Padmé for purchase  
**P P 4 3 J X**—Unlock Royal Guard for purchase  
**D H 3 8 2 U**—Unlock Droideka for purchase  
**E N 1 1 K 5**—Unlock Battle Droid (Commander) for purchase  
**9 8 7 U Y R**—Unlock Battle Droid for purchase  
**K F 9 9 9 A**—Unlock Battle Droid (Security) for purchase  
**R 8 4 0 J U**—Unlock PK Droid for purchase  
**U 6 3 8 2 A**—Unlock Gokul Droid for purchase  
**N R 3 7 W 1**—Unlock silly blasters at Extras menu  
**L 4 9 H D**—Unlock classic blasters at Extras menu  
**I G 7 2 X 4**—Unlock big blasters at Extras menu  
**S H R U B 1**—Unlock brushes at Extras menu  
**P U C E A T**—Unlock tea cups at Extras menu  
**L D 1 1 6 B**—Unlock minikit detector at Extras menu  
**R P 9 2 4 W**—Unlock moustaches at Extras menu  
**Y D 7 7 G C**—Unlock purple mode at Extras menu  
**M 5 9 9 Q**—Unlock silhouettes at Extras menu  
**4 P R 2 8 U**—Unlock invincibility at Extras menu

## MAJOR LEAGUE BASEBALL 2K6

### Cheat Passwords

Choose "My 2K6" from the main menu, then select "Enter Cheat Code" and enter any of the following case-sensitive passwords:  
 Last Chance—Fielders can scale any wall  
 Crazy Hops—Balls spring off the ground higher than normal  
 Gotcha—Enhanced throwing power for fielders  
 Unhittable—Pitchers curve and break in a dramatic fashion  
 Lookin' Good—Unlock all classic jerseys  
 Home Sweet Home—Unlock all classic stadiums  
 Ghosts of Greatness—Unlock all classic teams  
 Dream Team—Unlock Topps 2K Sports team  
 Game On—Unlock all extras  
 Black Sox—Unlock all cheats  
 Derek Jeter—Unlock everything

## MARC ECKO'S GETTING UP CONTENTS UNDER PRESSURE

### Cheat Passwords

At the "Game Information" screen, choose "Options," then select "Codes" and enter any of the following passwords:  
**B A B Y L O N T R U S T**—Max. health meter  
**V A N C E D A L L I S T E R**—Max. skills meter  
**M A R C U S E C K O S**—Infinite health  
**F I L I P H E S C R I P T**—Infinite skillz  
**I P U L A T O R**—Unlock all levels  
**D E X T E R C R O W L E Y**—Unlock all movies  
**S I R U L L Y**—Unlock all concept art  
**D O G T A G S**—Unlock all combat upgrades  
**S H A R D S O F G L A S S**—Unlock all Black Book graffiti and truth pieces  
**W O R K B I T C H E S**—Unlock all Beat Down arenas  
**S T A T E Y O U R N A M E**—Unlock all Beat Down characters  
**G R A N D M A C E L I A**—Unlock all iPod songs  
**N I N E S I X**—Unlock all legends

## MARVEL NEMESIS: RISE OF THE IMPERFECTS

### Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes. Note that if you have the "Autosave" option turned on, the effects of these cheats will be saved in your save file.  
**S A V A G E L A N D**—Unlock all *Fantastic Four* comics  
**N Z O N E**—Unlock all *Tomorrow People* comics  
**T H E H A N D**—Unlock Elektra bonus swimsuit card  
**R E I K O**—Unlock Solara bonus swimsuit card  
**M O N R O E**—Unlock Storm bonus swimsuit card

## MEDAL OF HONOR: EUROPEAN ASSAULT

### Cheat Codes

At any time during gameplay, press **START** to pause, hold **L1 + R1** and press **○, □, Left, △, ○, ×**. You'll see the words "Enter Cheat Code" appear in the upper left corner of the screen. Now enter any of the following codes for the desired cheat. Note: You must enter the above code each time you enter one of the codes listed below.  
 Invincibility—**□, L2, L1, △, △, L2**  
 Infinite ammo—**L2, L1, □, L2, L1, R1**  
 100% Adrenaline—**L1, R2, R1, Up, △, ○**  
 Kill stage nemesis—**Down, L2, L1, R1, Up, □**  
 Collect stage OSS documents—**Up, ×, R2, R1, Up, □**  
 Disable shellshock—**L2, R1, L2, L1, △, △**  
 Disable/enable HUD—**○, Down, ○, Up, △, ○**  
 Suicide—**×, △, ○, Right, △, ○**  
 All Campaign battles—**L1, □, △, △, R1, R2** (Note: This code creates three separate profiles on your saved game—one for each of the Recruit, Normal and Veteran difficulty settings—with all of the Campaign battles unlocked within each one.)

## MEDAL OF HONOR: FRONTLINE

### Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following cheats. The game will automatically unpause when you enter a cheat correctly:  
 Invincibility—**□, L1, ○, R1, △, L2, SELECT, R2**  
 Unlimited ammo and no reloading—**○, L2, □, L1, SELECT, R2, SELECT**  
**P a s s w o r d s**  
 Enter either of the following codes at the Password screen from within the Options menu:  
**D A W O I K 5**—Unlock all "Bonus" cheats, levels, medals and films in Gallery  
**F R E S H D E M O**—Unlock "Our Trip to Holland" demo movie (wait at the main menu for about 30 seconds to see it)

## MEDAL OF HONOR: RISING SUN

### Cheat Codes

Choose "Options" from the main menu, then select "Passwords" and enter any of the following codes. Once a code is in place, you must then select "Bonus" from the Options menu and toggle the corresponding cheat on or off.  
**S E A H O R S E**—Men with Hats  
**T L E F I S H**—Silver Bullet Mode  
**G A R I B A L D I**—All Replay Items  
**H O G F I S H**—Perfectionist Mode  
**T R I G G E R**—Invisible Soldiers  
**T A N G**—Bullet Shield  
**P U F F E R**—Always Sniper  
**G O B Y**—Infinite Ammunition  
**D A M S E L**—Rubber Grenades  
**M A N D A R I N**—Achilles Head  
**B U T T E R F L Y**—Unlocks all missions (does not appear in "Bonus" menu)  
**S P I N E F O O T**—Players have big arms (does not appear in "Bonus" menu)



## PETER JACKSON'S KING KONG THE OFFICIAL GAME OF THE MOVIE

### Cheat Codes

At the main menu (the one that says "Play," "Options" and "Extras"), hold L1 + R1, press Down, Up, Down, Down, Up, Up, then release L1 + R1. A new "Cheat" option will appear at the main menu and also at the pause menu. Select this option, then enter any of the following cheat codes. Be sure to include the space characters and capital/lowercase letters exactly as they appear. Note: the "0" character in the "Unlock all chapters" code is a number zero. You'll hear a whooshing sound each time you enter a code correctly; if a code is incorrect, you'll hear a click.

8wonder—Invincibility (Jack only)

GrosBras—One-shot kills

KK 999 mun—Unlimited ammo

lance 1nf—Unlimited spears

KKst0ry—Unlock all chapters

KKmuseum—Unlock all video options and "Extras" menu items

KKtgun—Equip pistol

KKcapone—Equip machine gun

KKsn1per—Equip sniper rifle

### PRIMAL

#### Cheat Codes

Hold L1 + L2 + R1 + R2 at the main menu for five seconds; a secret Code Menu will appear. Highlight each field and enter the appropriate code to activate the desired cheat, then press the button to enter the code (the highlighted text will turn yellow to confirm correct code entry).

MONSTROUS—Invulnerable

WINDCHILL—Solum

MOONPOOL—Aquis

ETHERIAN—Aetha

MIDDAYSUN—Volca

RUNESCORE—Gallery

KILLSWITCH—Easykill

### PROJECT EDEN

#### Secret Cheats Menu

At any time during gameplay, press to open the Resource Menu. Now hold SELECT and rotate the left analog stick clockwise three times, starting from the Up position. After doing this correctly, a small icon will appear in the lower right corner of the screen. Move your cursor here to access the cheats menu.

### PSYCHONAUTS

#### Cheat Codes

At any time during the game, hold L1 + R1 and quickly enter any of the following codes. If you're fast enough, you'll hear Ford Cruller say, "You cheated!" to confirm each code.

Invincibility—, , , ,

Unlimited lives—L3, R2, R2, , , ,

Infinite ammo—R3, , , , (Note: The effects of this code won't be apparent until after you earn the Psi-Blast Merit Badge)

All Camp Store items except Psi-Blast Colorizer and Dream Fluffs—R3, , , ,

All Psi-Power Merit Badges—, , , , , , ,

Max. Psi-Rank and all Psi-powers earned by ranking up—L3, R3, L3, R2, , , , (Note: You still need to get Merit Badges in order to use the powers)

### THE PUNISHER

#### Cheat Code

At the "Profiles" screen, enter "V PIRATE" as your profile name. When you begin a game with this profile, you'll find that all weapons, War Journal entries, Extras and stages have been unlocked.

### Q-BALL BILLIARDS MASTER

#### View Ball Paths

At the title screen, press Up, , Down, , Left, , Right, ; you'll hear a tone to confirm the code. Now access the Options menu and set the "Guideline Detail" to "High." When you start a game, you will be able to see the exact path of the cue ball and each numbered ball when performing a shot.

### QUAKE III: REVOLUTION

#### Level Skip

At any time during gameplay, hold L1 + R1 + R2 + SELECT and press , , , , , , , . You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused.

### R\*TYPE FINAL

#### Cheat Codes

At any time during gameplay, press START to pause the game, then enter any of the following codes while the game is paused:

Invincibility—Hold L2 and press Right, Right, Left, Right, Left, Left, Right, Left, L1, Up, Up, Down, Down, Up, Down, Up, Down, L1  
99% Dose Charge—Hold L2 and press R2, R2, Left, Right, Up, Down, Right, Left, Up, Down,   
Full Blue Power-Up, Missiles and Bits—Hold L2 and press R2, R2, Left, Right, Up, Down, Right, Left, Up, Down,   
Full Red Power-Up, Missiles and Bits—Hold L2 and press R2, R2, Left, Right, Up, Down, Right, Left, Up, Down,   
Full Yellow Power-Up, Missiles and Bits—Hold L2 and press R2, R2, Left, Right, Up, Down, Right, Left, Up, Down,

### RAMPAGE: TOTAL DESTRUCTION

#### Cheat Codes

At the main title screen, hold L2 + R2 and a code entry window will appear, with six squares all set to zero. Press Up or Down to change the numbers in each of the squares and you can enter the following cheat codes:

2 7 1 8 2 8—Unlock all Cities

1 4 1 4 2 1—Unlock all Monsters and Cities

0 7 1 7 6 7—Single-hit destruction

9 8 6 9 6 0—Invulnerable monsters

0 1 1 2 3 5—All upgrades

0 8 2 8 6 4—Enable autoplay

8 7 4 0 9 8—Enable quick autoplay

6 6 7 3 0 x—Show video (Note: Replace the "x" with different numbers to view different video cutscenes from the game)

3 1 4 1 5 9—Display game version number

0 0 0 0 0 0—Reset all cheats

### RED FACTION II

#### Unlock All Cheats

At the main menu, select "Extras," then select "Cheats." Next, enter , , , , , , , to unlock all 12 cheats.

#### Level Select

At the main menu, select "Extras," then select "Cheats." Next, enter , , , , , , , . You won't receive any special confirmation, but if you start a new game, all levels will be available.

### RIDGE RACER V

#### Opening Intro Effects

During the opening intro where Ai Fukami is walking on the track, press either L1 or R1 to cycle through various effects that alter the appearance of the screen.

#### Analog Brake/Accel./Steering Display

First, make sure you're using a Dual Shock 2 controller and that its red analog light is on. At any time during gameplay, hold SELECT for three seconds and a display will appear that measures how hard you're braking, accelerating and turning. Press SELECT again to turn the display off.

### RISE OF THE KASAI

#### Cheat Codes

Enter any of the following codes at the title screen; you'll hear a sound to confirm each time you enter a code correctly. Once the codes have been entered, you can toggle the cheats on and off by selecting "Cheats" from the Extras menu.

Invincibility—, , , , , , ,

Unlimited ammo—, , , , , , ,

Super Player—, , , , , , ,

Wimpy enemies—, , , , , , ,

Tough enemies—, , , , , , ,

Arena AI off—, , , , , , ,

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Infinite ammunition—, , , , , , ,

Left, , , , , , , ,

One-shot kills—, , , , , , ,

R2, , , ,

Unlimited TOC—, , , , , , ,

Left, , , ,

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**SILENT HILL 2***Extra Options*

From the main menu, select "Option," then press L1 + R1. You'll automatically be taken to a new "Extra Options" menu.

**THE SIMPSONS: HIT & RUN***Cheat Codes*

Choose "Options" from the main menu, then hold L1 + R1 at the options menu and enter any of the following codes. A beeping horn will confirm correct code entry. You can also enter these codes during a game by selecting "Options" from the pause menu, but you won't hear a confirmation sound:

Invincibility—△, ×, △, ×  
 Unlimited top speed—□, □, □, □  
 Fast acceleration—△, △, △, △  
 Press horn to make vehicle jump—□, □, △  
 Destroy vehicles with one hit—△, △, □  
 Enable speedometer—△, △, □  
 Replace secret vehicle in each mission with Red Brick Car—□, □, △, □

"Trippy" graphics mode—△, □, △, □

Unlock all reward vehicles from current level—×, □, ×, □ (note: this code will not work until you have completed all of the game's missions)  
 Play Kang & Kodos dialogue during credits—×, □, □, △ (choose "View Credits" from the Options menu)

Show graphic wireframes—□, ×, □, △

Extra camera angles—□, □, □, ×  
 With the "extra camera angles" code in place, choose "Settings" from the in-game Options menu; two additional camera settings will be available while you're on foot, with six new camera settings while you're in a vehicle. If you choose the "Debug Camera," you can use Controller 2 to set the camera anywhere you wish.

The left analog stick aims the camera, but if you push it in (L3), you can also use it to move the camera's position. Note that the Debug Camera may not work unless you have a DualShock 2-compatible analog controller plugged in as Controller 2 when you turn on the PlayStation 2.

*Holiday Menu Screens*

If you change the date in the PlayStation 2 hardware's internal clock to Halloween (October 31), Thanksgiving (the fourth Thursday in November) or Christmas (December 25), the main menu screen will have a special holiday theme with Homer sitting on the couch in a holiday costume.

**THE SIMS***Cheat Codes*

Hold L1 + L2 + R1 + R2 at the main menu, then enter any of the following passwords at the cheat entry menu that appears. Note the spaces in some of the codes:

FISH EYE—First-person perspective. Press the □ button to toggle it on and off.

FREEALL—All items cost \$0 Simoleons. This code may cause your game to act buggy. After using it and buying a lot of items, you may want to save and then reset the machine to deactivate the code.

MIDAS—Unlocks all skins, items and multiplayer games. After entering the code, start a new "Get a Life" game, then quit to the main menu while in the Dream House.

PARTY M—Unlocks "The Motel" multiplayer game.

SIMS—Unlocks the "Play the Sims" mode, which is normally unlocked by playing "Get a Life."

**THE SIMS: BUSTIN' OUT***Lawn Gnome Cheat*

While playing in "Bust Out" mode, press START to pause the game, then quickly press R2, L1, R1, L2, Left, □; you'll hear a sound to confirm. Unpause the game and look for the Lawn Gnome near the mailbox.

*Fill All Motives*

After entering the Lawn Gnome cheat, pause the game again, then quickly press L2, R1, Left, □, Up; you'll hear a sound to confirm. Unpause the game and highlight the Lawn Gnome; now you can select the "Fill All Motives" option.

Earn \$10,000

After entering the Lawn Gnome cheat, pause the game again, then quickly press L1, R2, Right, □, L3; you'll hear a sound to confirm. Unpause the game and highlight the Lawn Gnome; now you can select the "Give Money" option.

**SLY 2: BAND OF THIEVES***Cheat Codes*

At any time during the game, press START to pause, then enter any of the following codes at the pause menu:

Get TOM gadget—Left, Left, Down, Right, Left, Right

Get Time Rush gadget—Down, Down, Up, Down, Right, Left

Restart the current episode—Left, R1, Up, Down, Up, Left

Warp to tutorial—Right, Left, Up, Up, Up, R1

Warp to Episode 1: "The Black Chateau"—Down, R1, Left, Right, R1, Down

Warp to Episode 2: "A Starry Eyed Encounter"—R1, Left, Right, R1, Left, Down

Warp to Episode 3: "The Predator Awakes"—Up, Left, Right, Left, Down, Up

Warp to Episode 4: "Jailbreak"—Up, Right, Right, Up, Left, Left

Warp to Episode 5: "A Tangled Web"—Left, R1, Down, Down, Up, Right

Warp to Episode 6: "He Who Tames the Iron Horse"—Down, Up, R1, R1, Left, Down

Warp to Episode 7: "Menace in the North, Eh?"—Left, Left, Left, Down, Down, R1

Warp to Episode 8: "Anatomy for Disaster"—Down, Up, Left, Left, R1, Right

**SMUGGLER'S RUN 2: HOSTILE TERRITORY***Secret Codes*

At any time during gameplay, press START to pause, then enter any of the following codes. The effects will take place immediately after entering a correct code.

R1, L1, L1, R2, L1, L2—Invisibility  
 Left, Up, Right, Down, Right, Up, Left, L2—Stealth mode

L1, R1, R1, L2, R2—Lighter car

R1, R2, R1, R2, Up, Up—Less gravity

R1, L1, L2, R2, Right, Right, Right—Increase timer speed

R2, L2, L1, R1, Left, Left, Left—Decrease timer speed

R3, L3, L3, R3, Left, □, Left, □—Increase frame rate

**SOLDIER OF FORTUNE: GOLD EDITION***Cheat Codes*

At any time during gameplay, press SELECT to enter the mission objective screen and enter any of the following codes. You won't get any special confirmation when entering a code.

God mode—Hold L2 + L1 + R2 + R1 + □ and press Left

Default weapon set/refill ammo—Hold R1 + □ and press Left

Heavy weapon set—Hold L2 + R2 + □ and press Left

Handgun weapon set—Hold L1 + R1 + □ and press Left

Turn off clipping—Hold L2 + L1 + R1 + □ and press Left

Disable Enemy Targeting—Hold L2 + L1 + □ and press Left

**SONIC HEROES***Metal Teams*

Select "2P Play" from the main menu, choose a game and select any team. At the stage-select screen, select a stage with the START button, then immediately press and hold × + △ while the game loads. When the game starts, your team will consist of metal versions of the characters you chose.

**SOUL REAVER 2***Unlock All Bonus Materials*

At the main menu, press Left, △, Right, △, Down, □, ×. After entering the code correctly, the words "Bonus Materials Unlocked" will appear.

**SPACE CHANNEL 5: SPECIAL EDITION***Disc 1 Cheat*

At any time during gameplay, pause the game, press and hold L1 + R1, then press Up, Left, ×, Left, ×, Down, Right, □, Right, □. The game will continue with the computer controlling your moves and playing a perfect game.

*Disc 2 Cheats*

At any time during gameplay, press START to pause the game and enter either of the following codes:

Computer-controlled perfect game—Hold L1 + R1 and press □, △, □

Mirrored camera angles—Hold L1 + R1 and press Left, Up, Right.

**SPAWN: ARMAGEDDON***Cheat Codes*

At any time during gameplay, press START and enter the following codes while the game is paused. When you unpause, you will hear Spawn say "Necro-licious!" or "Necro-goodness!" to confirm each correct code.

All weapons—Up, Down, Left, Right, Left, Right, Left, Left

Infinite ammo—Up, Down, Left, Right, Up, Left, Down, Right

Infinite health and Necroplasm—Up, Down, Left, Right, Right, Left, Down, Up

Toggle blood on/off—Up, Down, Left, Right, Up, Up, Up

Unlock all comics—Up, Down, Left, Right, Right, Left, Left, Up

Unlock all missions—Up, Down, Left, Right, Left, Left, Right, Right

Unlock all encyclopedia entries—Up, Down, Left, Right, Left, Right, Up, Down

**SPIDER-MAN***Secret Codes*

From the main menu, select "Specials," then select "Cheats" and enter any of the following codes. You'll hear the Green Goblin laugh each time you enter a correct code.

K O A L A—All "Combat Controls" enabled

I M E A R M A S—Unlock all stages in "Level Warp"

H E A D E X P L O D Y—Unlock "Pinhead Bowling" in Training menu

A R A C H N I D—Unlock all of the above + all "Gallery" items

H E R M A N S C H U L T Z—Play as Shocker

S E R U M—Play as a scientist

K N U C K L E S—Play as Thug 1

S T I C K Y R I C E—Play as Thug 2

T H U G S R U S—Play as Thug 3

F R E A K O U T—Play as Thug 4

C A P T A I N S T A C E Y—Play as a helicopter pilot

R E A L H E R O—Play as a security guard

O R G A N I C W E B B I N G—Unlimited web fluid

C H I L L O U T—Glider never overheats (when playing as Green Goblin)

R O M I T A S—Unlock "Next Level" option at the Pause menu

D O D G E T H I S—"Matrix" mode

S P I D E R B Y T E—Tiny Spidey

G O E S T Y O U R H E A D—Big head + feet

J O E L S P E A N U T S—Enemies have big heads + feet

U N D E R T H E M A S K—First-person view

**SPIDER-MAN 2***Cheat Code*

At any time during gameplay, pause the game, enter the Save/Load menu and select "New Game." At the "Enter Name to Start New Game" prompt, enter "HCRAYERT" as your name and select "Enter;" you'll see the name disappear. Now simply back out of the "Enter Name" screen and unpause; you'll warp directly to Chapter 16 with at least 44.38% of the game completed. This code also gives you 200,000 Hero Points, all four Boss Awards, the Web Zip upgrade and six Speed Swing upgrades. You can also enter the code at the "Enter Name" prompt that appears when you load the game without a save file present. Entering the code repeatedly will allow you to rack up additional Hero Points; they won't count toward the 50,000 you need to finish Chapter 16, and they may not appear in the Hero Points total at your "Status" screen, but they'll be there when you enter a Spidey Store.

**SPLASHDOWN: RIDES GONE WILD***Cheat Codes*

Choose "Options" from the main menu, then enter the following codes at the Options screen:

Unlock all warehouse items—Up, Down, Up, Down, Left, Right, Left, Right, Left, Down, Right, Up, Right, Down, Left, Up

Earn 50,000 warehouse points—Up, Up, Down, Down, Left, Right, Left, Right, □, □ (repeat as needed)

**SPONGEBOB SQUAREPANTS****BATTLE FOR BIKINI BOTTOM***Cheat Codes*

At any time during gameplay, press the START button to pause, then hold L1 + L2 + R1 + R2 and enter any of the following codes:

Restore health—□, □, □, □, □, □, □, □, □, □

Earn 1,000 Shiny Objects—□, □, □, □, □, □, □, □

Earn 10 Gold Spatulas—□, □, □, □, □, □, □, □

Earn the Bubble Bowl power-up—□, □, □, □, □, □, □, □

Earn the Cruise Bubble power-up—□, □, □, □, □, □, □, □

Modified Cruise Bubble controls—□, □, □, □, □, □, □, □

Increase value of Shiny Objects—□, □, □, □, □, □, □, □

Unlock all Monsters in Monster Gallery—□, □, □, □, □, □, □, □

Open the Art Gallery—□, □, □, □, □, □, □, □

Expert mode—□, □, □, □, □, □, □, □

Spongebob falls apart upon death—□, □, □, □, □, □, □, □

Invert left/right camera controls—□, □, □, □, □, □, □, □

Invert up/down camera controls—□, □, □, □, □, □, □, □

No pants—□, □, □, □, □, □, □, □

Giant Plankton—□, □, □, □, □, □, □, □, □, □, □, □

Small villagers—□, □, □, □, □, □, □, □, □, □, □, □

Small co-stars—□, □, □, □, □, □, □, □, □, □, □, □

Villagers give shiny objects when hit—□, □, □, □, □, □, □, □, □, □, □, □

Villagers take shiny objects when near—□, □, □, □, □, □, □, □, □, □, □, □

Villagers restore health when near—□, □, □, □, □, □, □, □, □, □, □, □

Cheerleader villagers—□, □, □, □, □, □, □, □, □, □, □, □

□, □, □, □, □, □, □, □, □, □, □, □

**SPONGEBOB SQUAREPANTS****LIGHTS, CAMERA, PANTS!***Cheat Codes*

Choose "Bonuses" from the main menu, then select "Rewards." Now select "Codes" and enter any of the following codes:

8 9 3 6 3 4—Unlock "Hook, Line, & Cheddar" game

4 8 6 7 3 9—Unlock Silver Story Mode

9 7 7 5 4 8—Unlock all Action Figures

**THE SPONGEBOB SQUAREPANTS MOVIE***Cheat Codes*

At any time during gameplay, press START to pause the game, then hold L1 + L2 + R1 + R2 and enter any of the following codes. You will hear a confirmation sound each time you enter a code correctly. For the costume codes, you must re-enter the level in order to see the costume change. Obviously, the Patrick codes only work in levels where you play as Patrick.

Increase max. health—□, □, □, □, □, □, □, □

Unlock all additional moves—□, □, □, □, □, □, □, □

□, □, □, □, □, □, □, □

Unlock all additional moves and upgrades—□, □, □, □, □, □, □, □

Double Manliness Points from picking up dumbbells—□, □, □, □, □, □, □, □

Alternate costume for Spongebob—□, □, □, □, □, □, □, □

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Caveman costume for Spongebob—□, □, □, □, □, □, □, □

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Alternate costume for Patrick—□, □, □, □, □, □, □, □

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Caveman costume for Patrick—□, □, □, □, □, □, □, □

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tank engine—Unlock Churchill  
great white north—Unlock Canchuck  
finally made it in—Unlock Unknown  
Rider

#### SSX ON TOUR

##### Cheat Passwords

Choose "Extras" from the main menu, then select "Cheats" and enter any of the following passwords:

power play—Earn all attributes in The Tour mode  
jackalope style—Earn all Monster tricks  
zoom juice—Unlimited Boost in Quick Play and The Tour modes  
loots noot—Unlimited money in The Tour mode  
lets party—Allows you to throw snowballs in Quick Play and The Tour modes  
the big picture—Unlock all movies in The Tour mode  
backstage pass—Unlock all Freeride stages in The Tour mode  
fly threads—Unlock all clothing items for purchase in The Tour mode  
in need a friend—Unlock SSXquatch in Quick Play mode  
more fun than one—Unlock Mitch Koobski in Quick Play mode  
three is a crowd—Unlock Nigel in Quick Play mode  
four some—Unlock Skeleton in Quick Play mode  
big party time—Unlock Conrad in Quick Play mode  
roadie round up—Unlock all characters in Quick Play mode

#### STAR TREK: SHATTERED UNIVERSE

##### Cheat Codes

Enter any of the following codes at the main menu (the one that shows the bridge, with the *Shattered Universe* logo in the lower right corner of the screen):

Invincibility—L1, O, L1, R1, Δ, Δ, O, SELECT  
All ships unlocked—L1, Δ, L1, O, R1, R1, O, SE-  
LECT  
All missions open—R1, L1, O, Δ, L1, R1, Δ, SE-  
LECT  
All medals and rank awarded—L1, R1, L1, O, R1, Δ, L1, SELECT  
Kobayashi Maru difficulty open—L1, Δ, L1, L1, O, R1, SELECT

#### STAR WARS: BATTLEFRONT

##### Unlock All Planets in Campaign Mode

After selecting your Era in Campaign Mode, you will enter the planet select screen. Press □, O, □, O at this screen to unlock all of the planets. A sound will confirm correct code entry.

##### Small Combatants

When creating a profile, enter "Jus Jus" as the profile name. All of the characters in the game will now be Ewok-sized.

#### STAR WARS: BATTLEFRONT II

##### Cheat Codes

At any time during gameplay in Galactic Conquest or Instant Action modes, press START to pause the game, then enter any of the following codes. You can enter each code a second time to disable the effect.  
Infinite ammo—Up, Down, Left, Down, Down, Left, Down, Down, Left, Down, Down, Down, Left, Right  
Invincibility—Up, Up, Up, Left, Down, Down, Down, Left, Up, Up, Up, Left, Right  
Disable HUD—Up, Up, Up, Up, Left, Up, Up, Down, Left, Down, Up, Up, Left, Right  
Low-res character models—Down, Down, Down, Down, Up, Left, Down, Down, Down, Down, Down, Left, Up, Up, Left, Right  
Alternate sound effects—Up, Up, Up, Left, Up, Down, Up, Up, Left, Down, Down, Down, Left, Up, Down, Down, Left, Right  
Change wampa attacks to comic blurbs—Up, Down, Left, Down, Left, Right

#### STAR WARS EPISODE III: REVENGE OF THE SITH

##### Cheat Codes

Select "Settings" at the main menu, then select "Codes" and enter any of the following cheats:  
XUCPHRA—Infinite health  
KAIBURR—Infinite Force energy  
BELSAVIS—Fast Force energy and health regeneration  
JAINA—All attacks and Force power upgrades  
KORRIBAN—All story missions unlocked  
NARSHADDAA—All bonus missions unlocked  
TANTIVEIV—All duel arenas unlocked  
ZABRAK—All duelists unlocked  
COMLINK—All movie clips unlocked  
AAYLASECURA—All concept art unlocked  
NATHAN G—Turn all in-game text pink  
SUPERSABERS—Some characters get huge

lightsabers in certain stages  
01779—Mini battle droids  
021282—Unlock all attack and Force power upgrades, all story missions, all bonus missions, all movie clips, all concept art, all duelists and all duel arenas

#### STRIKE FORCE BOWLING

##### Cheat Codes

Select "Add Bowler" from the Bowler Entry menu in any game mode, then change the new bowler's name to any of the following passwords to activate the corresponding cheat:  
I S T R I K E I—Enable Autostrike mode  
I L E V E L S I—Unlock all levels  
I B O W L E R I—Unlock all bowlers

#### STUNTMAN

##### Secret Codes

From the main menu, select "Stuntman Career," then select "New Game." Next, enter any of the following codes as your name to unlock the corresponding cheat. Remember, at the name entry screen, the flashing letter is not recognized by the game until you "lock it in." Make sure that the last letter in each code is not flashing before you press X.  
M e F F—Unlock all toys  
s p i d e R—Unlock all cars  
f e l l A—Unlock all stages

#### SUPER BUST-A-MOVE 2

##### Another World

At the title screen—when the words "Push Start Button" appear—press Δ, Down, Up, Δ. A special icon will appear on the screen. Now all of the "normal" and "classic" puzzles in Puzzle Mode are different.

##### Secret Characters

At the title screen—when the words "Push Start Button" appear—press Δ, Up, Down, Δ. A special icon will appear on the screen. When you play any mode besides Story Mode, you'll now be able to select from two additional characters.

#### SUPERMAN: SHADOW OF APOKOLIPS

##### Secret Codes

From the main menu, select "Options," then select "Cheat Menu." Next, enter any of the following codes:

SMALLVILLE—Infinite health  
JOR EL—Infinite Super Power  
BIZARRO—Hard mode (double enemy health)  
LESLIE WILLIS—Easy mode (half enemy health)  
JOHN CORBIN—Unlock levels  
LARA—Unlock biographies  
LANA LANG—Unlock movies  
MXYZPTLK—Unlock levels, biographies and movies

#### SWAT: GLOBAL STRIKE TEAM

##### Cheat Code

Select "Campaign" from the main menu, select a profile, then choose "Select Mission." Now press Up, L1, Down, R1, Left, L1, Right, R1, Up to unlock all Single-Player Campaign and Co-op Campaign missions.

#### SWING AWAY GOLF

##### Secret Codes

Enter either of the following codes at the main menu; you'll hear a special sound effect after entering a code correctly.  
Unlock three additional golfers—L2, R2, L2, R2, Up, Right, Down, Left, L1, R1  
Alternate in-game sound effects—Left, □, Up, □, Down, O, Left, □, L1, R1

#### TAK AND THE POWER OF JUJU

##### Cheat Codes

At any time during gameplay, pause the game and enter the following codes:  
Earn all Juju Powers—Up, Right, Left, Down, Δ, O, □, Down  
Max. Nubu Plants—□, Δ, O, Left, Up, Right, Down, Down  
Max. Moonstones—Δ, Δ, □, □, O, O, Left, Right  
Max. Yorbel's—Up, Δ, Left, □, Right, O, Down, Up  
Max. Feathers—□, Δ, O, □, Δ, O, □, Δ  
Unlock all bonus features—Left, Right, □, □, O, O, Left, Right

#### TEENAGE MUTANT NINJA TURTLES 3: MUTANT NIGHTMARE

##### Passwords

Choose "Options" from the main menu, then select "Password" and enter any of the following passwords:  
M D L D S S L R—Invincibility  
L M D R R M S R—Unlimited shuriken  
R R D M L S D L—Infinite Ougi gauge  
S L L M R S L D—All healing items become temaki sushi

M S R L S M M L—Doubles enemies' attack power  
L D M S L R D D—Enemies kill you in one hit  
S L R M L S S M—Doubles enemies' defense power  
D M L D M R L D—No healing items  
L L M S R D M S—No shuriken

#### TENCHU: FATAL SHADOWS

##### Score/Time Display

At any time during the game, press START to pause, then press □, □, Down, Down, Up, Up on Controller 2 at the pause menu. The current score and stage timer will appear on the screen, allowing you to keep track of your status in each chapter. Repeat the code to remove its effects.

#### THEME PARK ROLLER COASTER

##### Cheat Codes

At any time during gameplay, enter any of the following codes. Note that the codes must be repeated a specific number of times before they will register:

Unlock all items—Up, Down, Up, Down, Left, Up, Down, Up, Down, Right. You must repeat this sequence nine times in total  
Items cost nothing—Left, Down, X, O. You must repeat this sequence nine times in total  
255 Gold Tickets and all roller coaster awards—Up, Down, Left, Right, O, Right, Left, Down, Up, O. You must repeat this sequence five times in total

#### THUNDERSTRIKE: OPERATION PHOENIX

##### Unlock All Missions

From the main menu, select "Options." Set "Vibration" to one block, "SFX" to zero blocks and "Music" to zero blocks. Next, hold L1 + L2 + R1 + R2 + □ and press O. You'll see the words "Spooky Cat!" flash on the screen to confirm that all missions have been unlocked.

#### TIGER WOODS PGA TOUR 2005

##### Cheat Codes

Choose "EA Sports Options & Extras" from the main menu, then select "Password" from the Options menu and enter any of the following case-sensitive codes:

T H E G I A N T O Y S T E R—Unlock standard courses and all golfers except Justin Timberlake  
T H E T E N N E S S E E K I D—Unlock Justin Timberlake  
9 1 t r e S T R—Unlock all Adidas sponsorship items for purchase  
c g T R 7 8 q w—Unlock all Callaway Golf sponsorship items for purchase  
C L 4 5 e t U B—Unlock all Cleveland Golf sponsorship items for purchase  
I s f k a j f d—Unlock all Cobra sponsorship items for purchase  
F D G H 5 9 7 i—Unlock all Maxfli sponsorship items for purchase  
Y J H k 3 4 2 B—Unlock all Never Compromise sponsorship items for purchase  
U i t 4 5 T W 6—Unlock all Nike and some Nike TW sponsorship items for purchase  
k j n M R 3 q v—Unlock all Odyssey Golf sponsorship items for purchase  
R 4 5 3 D r t e—Unlock all PING sponsorship items for purchase  
C d s a 2 f g Y—Unlock all TAG Heuer sponsorship items for purchase

#### TOM CLANCY'S SPLINTER CELL: CHAOS THEORY

##### Unlock All Levels

At the "Solo/Co-op" game mode screen, select "Solo," then enter your profile name. At the main menu in "Solo" mode, hold L1 + L2 + R1 + R2 and press □, □, □, □, □, □, O, O, O, O. You'll hear a sound to confirm the code. Now select "Load Game" and you'll find that all of the missions have been unlocked.

#### TOMB RAIDER: THE ANGEL OF DARKNESS

##### Stage Select

At any time during the game, press START to pause, then press and hold L1 + R2 + Down + Δ simultaneously. Release the buttons, then immediately press O, Up, □, Δ, Right, Down as quickly as possible. If you've entered the code correctly, you'll see two new options at the Paused menu which will allow you to skip the current level or warp directly to any level in the game.

#### TONY HAWK'S AMERICAN WASTELAND

##### Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. To activate some of these codes, you must start a game, then pause and select "Cheats" from the Game Options menu to toggle the code on or off.

grindXpert—Perfect rail balance  
hit charlie—Perfect skitch balance  
2 wheels—Perfect manual balance  
the conductor—Unlock Mat Hoffman  
sirius-D J—Unlock Jason Ellis

#### TOP GEAR: DARE DEVIL

##### Enable Chase Camera Option

At any time during gameplay, press Left, Right, □, O, Δ, X, Up, Down, L2, R1, L1, R2. Press L2 to toggle between the different camera options.

##### Alien Drivers

At any time during gameplay, press Up, Up, Δ, Δ, Left, O, Left, O, Down, Down, X, X.

##### Enable Motion Blur Option

At the main menu, press Up, Left, O, Down, Right, □, Up, Down, Left, Right, O, □. Now enter the Options menu and you'll see a new option called "Motion Blur," which you can manually adjust.

##### Alternate Paint Job

At the main menu, press Down, □, Down, R1, Right, Right, Up, Left, O, O, L2, L1. Begin a new game and your car will have flames on the hood and the fenders.

#### TOTAL OVERDOSE

##### A GUNSLINGER'S TALE IN MEXICO

##### Cheat Codes

At any time during gameplay, press L1 + L2 + L3 + R1 + R2 + R3, then enter any of the following codes for the desired cheat:  
Unlock all Loco Moves—O, L2, R2  
Unlock all weapons—Δ, L1, R2, □  
Restore health—X, □, O, Δ  
Maximum Rewinds—R1, R2, L2, X

#### TRUE CRIME: NEW YORK CITY

##### Cheat Codes

At any time during gameplay, pause the game and access the "City Map" screen. Now hold L1 + R1 and enter any of the following codes:  
Ultra easy mode (Marcus takes less damage, enemies are less accurate)—O, □, X, X, Δ, O  
Unlimited endurance—O, □, X, X, □, X, O  
Unlimited ammo—O, □, X, X, □, □, Δ  
Double damage—X, X, □, □, X, X, X, Δ  
Earn \$1,000,000—□, □, Δ, Δ, □, □, Δ  
Decrease Rogue meter—Δ, X, X, X, Δ, Δ  
Increased crime—X, X, X, X, Δ, Δ, Δ  
Zombie Marcus—O, □, X, X, □, X, X  
Unlock street races—Δ, Δ, X, X, X, Δ  
Unlock fight arenas—□, □, O, □, O  
Unlock "Red Gone Wild" mini-game—Δ, X, X, X, O, Δ, □  
Unlock new outfit at Puma store—Δ, X, O, □  
Unlock all music—O, □, O, □

#### TWISTED METAL: BLACK

##### Cheat Codes

At any time during gameplay, hold L1 + L2 + R1 + R2 and enter any of the following codes:  
Invulnerable—Right, Left, Down, Up  
God mode—Up, X, Left, O  
Exchange weapons for health—Δ, X, □, O  
Killer weapons—X, X, Up  
Mega guns—X, X, Δ  
Special Vehicle Abilities  
Enter any of the following codes at any time during gameplay to activate the selected ability:  
Energy shield—Right, Right, Down, Down  
Freeze beam—Up, Down, Up  
Invisibility—Left, Left, Down, Down  
Drop a mine—Right, Left, Down  
Fire weapons behind—Left, Right, Down + L2

#### TY THE TASMANIAN TIGER 2: BUSH RESCUE

At any time during gameplay (not while paused), quickly enter any of the following codes:

100,000 Opals—START, START, Δ, START, START, Δ, O, X, X, X  
Unlock Boomerangs—START, START, Δ, START, START, Δ, O, □, O, □  
Unlock More Boomerangs—START, START, Δ, START, START, Δ, □, □, □, Δ  
Unlock Bunyip Keys—START, START, Δ, START, START, Δ, □, □, X

#### ULTIMATE SPIDER-MAN

##### Cheat Codes

At any time during the game, press START to pause, select "Options" from the Game paused menu, then choose "Controller Setup." Enter any of the following codes at the controller setup screen; you'll hear a sound to confirm each time you enter a code correctly.  
Unlock all characters—Right, Down, Right, Down, Left, Up, Left, Right  
Unlock all covers—Left, Left, Right, Left, Up, Left, Left, Down  
Unlock all concept art—Down, Down, Down, Up, Down, Up, Left, Left  
Unlock all landmarks—Up, Right, Down, Left, Down, Up, Right, Left





# GameCube tips

## GameCube Hardware

**Alternate Sounds**  
Hold the Z button on Controller 1 when turning on the GameCube to hear an alternate startup theme. If you hold the Z button on all four controllers when powering-up the system, you'll hear yet another completely different startup sequence.

## 007: NIGHTFIRE

### Secret Passwords

Choose "Codenames" from the main menu, then choose your custom profile and enter any of the following codes at the "Secret Unlocks" menu. Be sure to choose the "Save Codename" option from the Codename "Edit" menu after entering any of these codes; if you don't, the code's effects will be lost and you'll have to enter it again.

**PASSPORT**—Unlock all missions

**PARTY**—Unlock all characters in Multiplayer mode

**GAMEROOM**—Unlock all scenarios in Multiplayer mode

**BOOM**—Unlock "Explosive Scenery" environment in Multiplayer mode scenario options

**Q LAB**—Unlock all gadget and weapon upgrades

#### Driving Cheats

Enter the following cheat codes at the pause menu during any of the game's "driving" missions (Paris Prelude, Alpine Escape, Enemies Vanquished, Deep Descent or Island Infiltration).

**Vehicle Armor**—Hold L, press X, Y, B, X, X and release L

**Double Speed**—Hold L, press B, Y, X, B, Y, X and release L

**Display Motion Blur**—Hold L, press B, X, X, B and release L

**Double Speed + Display Motion Blur**—Hold L, press B, Y, Y, B, Y, X and release L

**Drive the Combat Utility Vehicle**—Hold L, press B, X, Y, B, Y and release L (Note: This code only works in the Enemies Vanquished mission)

**Secret Shelby Cobra race**—Hold L, press X, X, B, Y, Y and release L (Note: This code only works in the Enemies Vanquished mission)

BLOODRAYNE

**Secret Codes**

From the Main menu, select "Options," then select "Enter Cheat" and enter any of the following codes. You can also access the Cheats menu from the Pause menu. All of the cheats except the first one must be toggled on by accessing the Cheats menu in this way after entry.

ON THE LEVEL—Enable level select

TRI ASSASSIN DONT DIE—Unlock God Mode

LAME YANKEE DONT FEED—Unlock Restore Health

ANGRY XXX INSANE HOOKER—Unlock Fill Bloodlust

NAKED NASTY DISHWASHER DANCE—Unlock Time Factor parameter

DONT FART ON OSCAR—Unlock Enemies parameter

SHOW ME MY WEAPONS—Unlock Show Weapons on Body

INSANE GIBS MODE GOOD—Unlock Gratuitous Dismemberment

JUGGY DANCE SQUAD—Unlock Juggy Mode

## CARS

**Cheat Codes**  
Select "Options" from the main menu, then choose "Cheat Codes" and enter any of the following codes:

- I M S P E E D—Faster acceleration
- V R O O O M—Unlimited Boost meter
- Y A Y C A R S—Unlock all cars
- R 4 M O N E—Unlock all paint schemes for all unlocked vehicles
- M A T T L 6 6—Unlock all Arcade games
- I F 9 0 0 H P—Unlock all Bonus Content and all Arcade games
- T R G T E X C—Unlock Mater's Countdown Clean-Up Mini-game and Mater's Speedy Circuit Road Race
- C O N C 3 P T—Unlock all character and environment art

**THE CHRONICLES OF NARNIA**  
**THE LION, THE WITCH AND THE WARDROBE**  
*Unlock All Levels*

At the level select menu (i.e. while looking at the Wardrobe), hold **L** and press **Up, Up, Right, Right, Up, Right, Down** to open all the levels.

**Unlock All Bonus Content**

Choose "Bonus Content" from the level select (Wardrobe) menu. When the Bonus Items menu appears, hold **L** and press **Down, Down, Right, Right, Down, Right, Up** to unlock all the bonuses.

**Cheat Codes**

At the main title screen—where the words "Please Press START to Begin" are flashing—hold **L + R** and press **Down, Down, Right, Up**. (Note: You may have to start a game and exit before the main title screen will appear) The flashing text will turn green when you enter the code correctly. Now you can enter any of the following cheats at any time during gameplay:

**Refill health**—Hold **L** and press **Down, Left, Left, Right**

**Refill energy**—Hold **L** and press **Up, Up, Right, Up**

**Invincibility**—Hold **L** and press **Down, Up, Down, Right, Right**

**Get 10,000 Coins**—Hold **L** and press **Down, Left, Right, Down, Down**

**Unlock all special abilities**—Hold **L** and press **Down, Left, Right, Left, Up**

Skip to the end of the current level—Hold **L** and press **Down, Left, Down, Left, Down, Right, Down, Right, Up**

## CRAZY TAXI

**Secret Bicycle**

To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen:

Hold L, hold R, release L, release R  
Hold R, hold L, release R, release L

When you lock in your character with the **A** button, you'll hear a bicycle bell to confirm that the code has been entered correctly.

Use the follo

screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release **R** once, then hold down **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

## DIE HARD: VENDETTA

### Cheat Codes

Enter the following codes at the main menu; a confirmation message will appear each time you enter a code correctly. Note that the game keeps track of the last button you pressed and may confuse the order in which you press them, so it's a good idea to enter the game and then exit to the main menu before entering each code.

- Invulnerable—L, R, L, R, L, R, L, R
- Infinite ammo—Z, Z, Z, L, R
- Infinite Hero Time—B, X, Y, Z, L, R
- One-shot kills—B, L, R, X, Y, Z
- All levels unlocked—X, Y, Z, Z, X, Y, Z, Z
- Access to all level parts—Y, Z, X, R, L, B
- "Dev: Trigger Complete" (adds a "Trigger Level Complete" option to the pause menu; use it to skip to the next checkpoint in a level)—L, B, R, R, B, L
- Liquid metal—B, Y, X, B, Y, X
- Big heads—R, L, R, L
- Pin heads—L, L, R, L
- Flame on—B, X, Y, B, X, Y
- Exploding fist—B, X, R, R
- Hot hands—B, Y, L, L
- Kamikaze—L, R, Z, Y, B
- Big guns—B, Y, Y, B, Z, L, R
- Bigger guns—B, Y, Y, B, Z, X, L, X
- "I Got the Power" (makes characters appear with blue lightning all over their bodies)—Z, B, Z, B, Z, B
- "Steevs Graphical Surprise" (wireframe graphics)—L, Z, Y, B, Y, X
- Disable all cheats—B, B, B

## DISNEY SPORTS SOCCER

**Unlimited Magic**  
At the title screen press Y, Y, Y, Y, Y, B, A, Y. You will hear a confirmation sound if the code is entered correctly. You will now have unlimited magic for any pair of magic shoes.

## DISNEY'S EXTREME SKATE ADVENTURE

**Cheat Codes** Select "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:

- e n t o u r a g e—Unlock all characters
- m a s s a d o r—Unlock all stages
- t r e n d y t r i c k s t e r—Unlock all items in Create-a-Skater menu.
- i n t h e z o n e—Special meter always full
- s a v a n n a h—Unlock *Lion King* movie
- m a r i n—Unlock *Tay Story* movie
- n u g g e t s—Unlock *Tarzan* movie

ENTER THE MATRIX

**Cheat Codes**

Select "Hacking" from the main menu. (You must have a previously saved game on your memory card to access the Hacking option.) At the "A>" prompt, enter "CHEAT.EXE" and hit the "Return" button; a message will confirm that you are in cheat mode. To enter each of the following codes, you must input "CHEAT" and a space, then the cheat code (e.g. "CHEAT 0034AFF") followed by a Return, or you can simply select "CHEAT" from the Command List menu, then enter the code and hit Return. A message will appear to confirm each time you enter a code correctly:

0 0 3 4 A F F F—All weapons unlocked  
1 D D F 2 5 5 6—Infinite ammo  
6 9 E 5 D 9 E 4—Infinite Focus  
7 F 4 D F 4 5 1—Infinite health  
1 3 D 2 C 7 F—Unlock Bonus Test Level  
F F F F F F F 1—Invisibility (enemies can't see you)  
D 5 C 5 5 D 4 4—Multiplayer Fighting  
7 8 6 F 7 4 E 3—Faster Logos Flight Speed

F-ZERO GX

**Unlock Extra Soundtrack**  
Enter the "Customize" menu and select "F-Zero Shop," then press Z, Left, Right, Left, Z, Y, X, Z, Left, Right, Left, Right, Z, X, Z, X, Z; you'll hear a confirmation sound. Now enter "Items" and you'll see a new soundtrack called "Sounds of Big Blue" available for purchase.

## FIFA STREET

**Unlock All Kit Apparel**  
At the main menu, hold **L + Y** and press **Right, Right, Left, Up, Up, Up, Down, Left**. You will hear a sound to confirm the code.

**Small Players**  
At any time during gameplay, Press **START** to pause, then hold **L + Y** and press **Up, Left, Down, Down, Right, Down, Up, Left**.

## FINDING NEMO

**Secret Cheats**

Enter any of the following codes at the title screen. If entered correctly, you will hear a confirmation sound and the word "Cheat!" will appear. You can then toggle the cheats on and off at the pause menu during gameplay.

Level select—Y, Y, Y, B, B, X, B, Y, X, B, Y, B, Y, B, Y, X, X, Y, Y

Invincibility—Y, B, B, X, X, X, Y, Y, B, B, B, X, X, X, X, B, Y, X, X, B, X, Y, X, B, X, X, X, Y, X, B, X, X, X, Y

Reward level—Y, B, B, B, Y, Y, B, X, X, B, Y, Y, X, B, Y, B, X, B, Y, Y

Credits—Y, B, X, Y, Y, B, Y, X, B, Y, B, X, Y, B, B, X, Y, B, X, Y, X, X, Y, B, X, X

FROGGER: ANCIENT SHADOW

**PASSWORDS**  
Choose "Secret Code" from the main menu, then enter any of the following codes:  
Berry, Lily, Lumpy, Lily—Start at Dr. Wani's Mansion Level 1 with Berry  
Finnius, Frogger, Frogger, Dr. Wani—Start at Dr. Wani's Mansion Level 2 with Berry  
Lily, Dr. Wani, Lily, Dr. Wani—Start at Doom's Temple Level 1 with Berry

Frogger, Lily, Lily, Lily—Start at Doom's Temple Level 2 with Berry  
Frogger, Frogger, Frogger, Berry—Start at Doom's Temple Level 3 with Berry  
Lily, Lily, Dr. Wani, Dr. Wani—Start at Elder Ruins Level 1 with Berry  
Frogger, Berry, Finnius, Frogger—Start at Elder Ruins Level 2 with Berry  
Lily, Lily, Dr. Wani, Lumpy—Start at Sealed Heart Level 1 with Berry  
Lily, Frogger, Frogger, Lumpy—Start at Sealed Heart Level 2 with Berry  
Lily, Lily, Lily, Lily—Unlock Bird's Nest hat  
Lumpy, Lumpy, Lumpy, Lumpy—Unlock Masted Ship hat  
Finnius, Dr. Wani, Lumpy, Frogger—Unlock Lobster hat  
Frogger, Lumpy, Lily, Frogger—Unlock Skull hat  
Frogger, Frogger, Frogger, Frogger—Unlock Swamp of Frogeinstein Image  
Finnius, Finnius, Finnius, Finnius—Unlock Frogger on the moon image  
Berry, Berry, Berry, Berry—Frogger City view image  
Dr. Wani, Frogger, Dr. Wani, Frogger—Unlock Scene 06 image  
Berry, Berry, Berry, Dr. Wani—Unlock Scene 14 image  
Dr. Wani, Dr. Wani, Dr. Wani, Dr. Wani—Unlock Art Gallery 01 image  
Lumpy, Frogger, Berry Lily—Unlock Art Gallery 02 image  
Dr. Wani, Frogger, Lily, Finnius—Unlock Art Gallery 03 image  
Finnius, Lily, Berry, Dr. Wani—Receive special letter from John  
Lumpy, Frogger, Frogger, Berry—Receive letter from WHCinc  
Lumpy, Berry, Lumpy, Finnius—Receive letter from Dr. Wani  
Berry, Lumpy, Frogger, Lumpy—Receive letter from Opart  
Dr. Wani, Lily, Dr. Wani, Frogger—Receive letter from secret admirer

## FUTURE TACTICS: THE UPRISING

**Cheat Codes**

Enter the following codes at the title screen. The codes can also be entered at the main menu or at almost any time during gameplay.

Unlimited turns and movement—Up, Up, Down, Down, Left, Right, Left, Left, R, L

Big heads—Up, Left, Down, Left, Down, Up, Up, Left

Low gravity—Up, Up, Up, Up, Up, Down, Right, Up

Disco mode—L, Left, L, Left, R, Right, R, Right

GO! GO! HYPERGRIND

### Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:

OPEN SESAME—Unlock all stages

DECK COLLECTOR—Unlock all boards

PRETTYBOARDS—Unlock all board designs

NEED MORE SPEED—Unlock all wheel designs

COOLDUES—Unlock all figures

MOVIE FREAK—Unlock all movies

TONS OF JUNK—Unlock all gear

NOTPICASSO—Unlock all gallery items

MANUAL MASTER—Perfect manual balance cheat

LIP GRIPPER—Perfect lip balance cheat

PROGRINDER—Perfect grind balance cheat

RUBBERNECKER—Super spin cheat

AUTOREACTION—Perfect reaction cheat

STABILIZER—All balance cheat

BUTTE AND BEAST—Unlock Vert and Kevin (Note: To use Kevin, highlight Vert and hold L + R, then press A)

PANDORA BOX—Unlock all of the above items

GOBLIN COMMANDER: UNLEASH THE HORDE

**Cheat Codes**  
At any point in the game, hold **L + R + Y + Down** for three seconds; you should see a message on the screen indicating that the cheat mode has been turned on. Now you can enter any of the following codes:





## No Nitro—Up, Left, Up

Unlock Cliffhanger Track—Right, Up, Left  
*San Francisco Rush 2049: Cheat Codes*

At the "Start Game" screen, hold L + Y + X and press R to unlock the "Cheats" menu. Next, select "Cheats," highlight any of the following cheats and enter the corresponding code to unlock that specific cheat:

All cars—Press A, A, X, X, L, hold R, press Y, release R, hold L, press A  
 All tracks—Hold A + Y, press R, release A + Y, hold Y + X, press L, release Y + X, press A, A, X, X, hold L + R, press Y  
 All parts—Hold Y, press X, A, L, R, release Y, hold X, press A, release X, press Y, Y  
 Resurrect in place—Press R, R, L, L, A, Y, X  
 Frame scale—Hold L, press A, A, X, release L, hold R, press A, A, X  
 Tire scaling—Press Y, X, A, Y, X, A, hold R, press A

Fog color—Hold L, press Y, release L, hold A, press Y, release A, hold X, press Y, release X, hold R, press Y

Cone mines—Hold X, press R, L, release X, press Y, hold A, press Y, release A, press Y

Car mines—Hold L + R + Y, press A, X, release L + R + Y, press A, X

Track orientation—Hold L + R, press Y, release L + R, press A, Y, X, hold L + R, press Y

Auto-abort—Press A, L, Y, R, X, hold L + R, press A, Y

Super speed—Hold X + R, press L, release X + R, hold A, press Y, release A, press A, A

Invincibility—Hold L + Y, press X, A, release L + Y, hold R, press A, Y, X

Invincible car—Hold L, press Y, release L, hold R, press X, release R, press A, hold L + R, press Y, release L + R, press X, X, X

Invincible track—Press R, L, X, Y, A, A, Y, X, hold L + R, press A

Brakes—Press X, X, X, hold L + Y + A, press R

Super tires—Hold R, press Y, Y, Y, release R, hold L, press A, X

Mass—Hold A, press Y, Y, X, release A, press L, R

Suicide mode—Hold X, press R, L, R, release X, hold Y, press R, L, R, L

Battle paint shop—Hold A, press L, R, L, R, release A, press Y, Y

Demolition battle—Hold L + A, press X, Y, release L + A, hold R + A, press X, Y

Random weapons—Hold L + A, press Y, X, release L + A, hold R + A, press Y, X

## NAMCO MUSEUM

*Display Game Time in Galaga Arrangement*

At the Galaga Arrangement screen, press Left, Right, Left, Right, Up, Down, Up, Down; you'll hear a confirmation sound. The game time will now be displayed at the bottom of the screen while playing Galaga Arrangement.

## NEED FOR SPEED: UNDERGROUND

*Cheat Codes*

Enter any of the following codes at the main menu; you won't hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work.

Unlock all Circuit Tracks in Quick Race mode—Down, R, R, X, X, X, Z

Unlock all Drag Tracks in Quick Race mode—Right, Z, Left, R, Z, L, Y, X

Unlock all Drift Tracks in Quick Race mode—Left, Left, Left, Left, Right, X, R, Y

Unlock all Sprint Tracks in Quick Race mode—Up, X, X, X, R, Down, Down, Down

## NEED FOR SPEED: UNDERGROUND 2

*Cheat Codes*

Enter the following codes when the words "Press Start" appear at the title screen. You will hear a confirmation sound each time you enter a code correctly.

\$1,000 Cash in Career mode, unlock Mazda RX-8 and Nissan Skyline in Quick Race mode—Left, Left, Right, X, X, Right, L, R

\$200 in Career mode—Up, Up, Left, R, R, R, Down

Unlock Hummer H2—Up, Left, Up, Up, Down, Left, Down, Left

Unlock Best Buy Vinyl—Up, Down, Up, Down, Down, Up, Right, Left

Unlock Burger King Vinyl—Up, Up, Up, Up, Down, Up, Left

## ONE PIECE: GRAND BATTLE

*Unlockable Characters*

There are two ways to unlock most of the characters in the game:

- To unlock Buggy, Chaser, Kuro, Don Krieg and Arlong for play in Story Mode, clear Story Mode with Luffy, Nami, Sanji, Usopp and Zolo at any difficulty setting.

- To unlock Ms. Sunday for play in all modes, clear Story Mode with Buggy, Chaser, Kuro, Don Krieg and Arlong at any difficulty setting.

- To unlock Chopper for play in all modes, unlock Buggy, Chaser, Kuro, Don Krieg, Arlong and Ms. Sunday, then clear Story Mode with Luffy at the Hard or Very Hard difficulty setting.

- To unlock Shanks for play in all modes, unlock Buggy, Chaser, Kuro, Don Krieg, Arlong, Ms. Sunday and Chopper, then clear Story Mode with Luffy at the Very Hard difficulty setting.

- To unlock Mihawk for play in all modes, unlock Buggy, Chaser, Kuro, Don Krieg, Arlong, Ms. Sunday, Chopper and Shanks, then play Story Mode with Zolo at the Very Hard difficulty setting. When you fight Mihawk, you must finish him off with Zolo's Secret Attack (Three Thousand Worlds).

Alternatively, you can unlock any of the above characters by entering the following cheat codes. To enter a code, you must first clear Story Mode with any character at any difficulty setting. After you defeat your last opponent and the credits appear, enter one of the following codes while the credits are scrolling up the screen. The characters can be unlocked in any order using this method, but you can only enter one code after each time you clear Story Mode. You'll hear a sound to confirm that the code has been accepted.

Buggy—Hold L and press A, Right, Right, Right, Right, Right, A, A, A, X, X, X

Chaser—Hold L and press B, B, X, X, A, A, Down, Down, Up, Up, B, B, B

Kuro—Hold L and press X, X, X, X, Left, Left, Right, Right, Right, Y, Y, Y, Y

Don Krieg—Hold L and press Down, Down, B, B, B, B, Right, Right, A, A, A, A

Arlong—Hold L and press Down, Down, X, X, A, A, Down, Down, Down, Down, Down, Left, Down

Ms. Sunday—Hold R and press Up, Y, Up, A, Down, X, Up, B, Right, B, Left, A, Right, Y, Down, L

Chopper—Hold R and press B, Down, L, Up, A, Right, X, Down, X, Down, Y, Right, A, Left, L, X Shanks—Hold R and press Right, B, Left, A, Left, L, Right, B, Right, L, Down, A, Left, B, Right, Y Mihawk—Hold R and press Right, L, Up, B, Up, L, Right, Y, Left, X, Left, A, Down, A, Left, L

- To unlock Mr. 2 Bon Clay for play in all modes, unlock Buggy, Chaser, Kuro, Don Krieg, Arlong, Ms. Sunday, Chopper, Shanks and Mihawk by either of the above methods, then clear Story Mode with Sanji at any difficulty setting. After you defeat your last opponent and the credits appear, hold L and press A, A, X, A, Left, A, X, B, A, X, Y, X, A, R, R, Left while the credits are scrolling up the screen.

- To unlock Mr. 0 Crocodile for play in all modes, unlock Mr. 2 Bon Clay, then clear Story Mode with Ms. Sunday at any difficulty setting. After you defeat your last opponent and the credits appear, hold L and press Down, A, Left, Down, Y, A, X, B, Up, X, R, Left, Y, Right, B, R while the credits are scrolling up the screen.

*Bonus Costumes*

At the title screen—while the words "Press Start" are flashing—enter the following codes to unlock alternate costumes for use in all modes except Story Mode. Each code will also unlock an image in the Gallery of the character wearing that costume. You'll hear a chime each time you enter a code correctly.

Luffy's C costume—Hold L and press Up, A, Up, A, B, A, A

Luffy's D costume—Hold R and press Up, X, Up, X, B, A, A, Up

Nami's C costume—Hold L and press Left, A, Left, A, B, A, Y

Nami's D costume—Hold R and press Left, X, Left, X, Y, Y, B, Down

Sanji's C costume—Hold L and press Up, A, Down, A, B, A, X

Sanji's D costume—Hold R and press Up, X, Down, X, Y, B, Y, X

Usopp's C costume—Hold L and press Right, A, Right, A, B, A, Y

Usopp's D costume—Hold R and press Right, X, Right, X, A, Y, B, X

Zolo's C costume—Hold L and press Down, A, Down, A, B, A, Y

Zolo's D costume—Hold R and press Down, X, Down, X, B, A, A, Y

Chopper's C costume—Hold L and press Y, Left, Right, A, Up, A, Down

Chopper's D costume—Hold R and press Left, A, Right, X, Y, Left, Right, B

## OUTLAW GOLF

*Cheat Code*

Start a new game; at the name entry screen, enter "Golf\_Gone\_Wild" as your name and save your game. This code unlocks all of the characters, stages and clubs.

*Unlock Alternate Costumes*

At the character select screen, hold R and press Z, Y, Y, Y, Z, Y.

## OVER THE HEDGE

*Cheat Codes*

At any time during gameplay, press START to pause the game, then hold L + R and enter any of the following codes at the pause menu:

Unlock all moves—Y, X, Y, B, B, X

Unlock all levels—Y, X, Y, X, X, B

Unlock all minigames—Y, X, Y, Y, B, B

Extra damage—Y, X, Y, X, Y, B

Earn more HP from food pick-ups—Y, X, Y, X, B, Y

Always power golf—Y, X, Y, X, B, X

Unlock bonus comic 1—Y, X, B, B, X, Y

Unlock bonus comic 2—Y, Y, B, X, B, X

## PETER JACKSON'S KING KONG

*THE OFFICIAL GAME OF THE MOVIE*

*Cheat Codes*

At the main menu (the one that says "Play," "Options" and "Extras"), hold L + R, press Down, X, Up, Y, Down, Down, Up, Up, then release L + R. A new "Cheat" option will appear at the main menu and also at the pause menu. Select this option, then enter any of the following cheat codes. Be sure to include the space characters and capital/lowercase letters exactly as they appear. Note: the "0" character in the "Unlock all chapters" code is a number zero. You'll hear a whooshing sound each time you enter a code correctly; if a code is incorrect, you'll hear a click.

Bwonder—Invincibility (Jack only)

GrosBras—One-shot kills

KK 999 mm—Unlimited ammo

lance 1nf—Unlimited spears

KKSt0ry—Unlock all chapters

KKMuseum—Unlock all video options and "Extras" menu items

KKTigun—Equip pistol

KKCapone—Equip machine gun

KKSn1per—Equip sniper rifle

## PRINCE OF PERSIA: THE SANDS OF TIME

*Secret Level*

Insert a controller into the Player 4 slot of the GameCube. Start a new game, then as soon as you are able to control the Prince on the porch, hold the B button on Controller 4 and quickly press A, B, Y, X, Y, A, B, X on Controller 1.

## RAMPAGE: TOTAL DESTRUCTION

*Cheat Codes*

At the main title screen, hold L + R and a code entry window will appear, with six squares all set to zero. Press Up or Down to change the numbers in each of the squares and you can enter the following cheat codes:

2 7 1 8 2 8—Unlock all Cities

1 4 1 4 2 1—Unlock all Monsters and Cities

0 7 1 7 6 7—Single-hit destruction

9 8 9 6 0—Invulnerable monsters

0 1 2 3 5—All upgrades

0 8 2 8 6 4—Enable autoplay

8 7 4 0 9 8—Enable quick autoplay

6 6 7 3 0 x—Show video (Note: Replace the "x" with different numbers to view different video cutscenes from the game)

3 1 4 1 5 9—Display game version number

0 0 0 0 0—Reset all cheats

## RAVE MASTER

*Unlock Reina*

At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You will hear a voice say "Yes!" to confirm the code. Reina will now be selectable in Vs. Mode and Free Mode.

## RESIDENT EVIL 2

*Unlimited Ammo*

Press START to pause the game, then choose "Button Config." from the Option menu. When the Controller Setup screen appears, hold the R button and press the Z button 10 times. If done correctly, you will see the white boxes around the CONFIG. and AIM settings turn red.

## SCOOPY-DOO! NIGHT OF 100 FRIGHTS

*Secret Codes*

At any time during gameplay, press START to pause, then quickly enter any of the following codes:

All power-ups—Hold L + R and press X, B, X, B, X, B, B, X, X, B, X, X, X

Unlock alternate credits sequence—Hold L + R and press B, X, X, B, X, B

## SHARK TALE

*Cheat Codes*

During any of the levels where you can obtain pearls, press the Z button to bring up the controller screen, then enter any of the following codes. A confirmation message will appear when you release L after entering a code. You can disable a cheat by entering the same code a second time.

Replace Pearls with Coins—Hold L and press X, A, X, X, X, A, X, X

Some creatures will fly off the screen when touched—Hold L and press X, X, X, A, X, X, X, X, X

## SHREK 2

*Cheat Codes*

At any time during gameplay, press START to pause and select the "Scrapbook" option from the Pause menu. Enter any of the following codes at the Scrapbook screen; you'll hear a message each time you enter a code correctly.

Unlock all levels—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Up, Up, Up, Up, Up

Unlock all bonuses—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Y, X, Y, X, X

Earn 1,000 gold coins—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, X, X, X, X

Refill health meters—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Up, Right, Down, Left, Up

## SONIC GEMS COLLECTION

*Unlockable Items*

Most of the locked items in *Sonic Gems Collection* will become available after you have played certain games for a specific amount of time or a minimum number of times. To get credit for playing the games and logging hours, be sure to save each game (if you can) before returning to the main menu.

*Unlockable Games*

To unlock *Vectorman*, play any game or games for a combined total of over five hours, or play *Sonic Gems Collection* with a *Sonic Mega Collection*, *Sonic Mega Collection Plus* or *Sonic Heroes* save file on your memory card

To unlock *Vectorman 2*, play any game or games for a combined total of over seven hours and play *Vectorman* at least once.

*Vectorman: Hidden Game + Level Warps*

When the Sega logo appears after loading *Vectorman*, notice that you can move *Vectorman* around the screen with Controller 1. To find a hidden game, move *Vectorman* under the Sega logo and shoot straight up at it exactly 24 times.

Next, make *Vectorman* jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10.

*Vectorman: Blow Up Sega*

Also at the Sega logo screen, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; if you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go dark and the background will stop moving.

*Vectorman: Cheat Codes*

Enter any of the following codes while the game is paused:

Refill energy—B, A, Right, B, X, B, Down, B, A, Right, B

See the programmers' debug coordinates—A, B, Left, Left or A, B, Left, Down

Five dots appear around *Vectorman*—B, A, B, X, B, A, A

Game slows down when *Vectorman* gets hit—Down, Right, B, X, Up, Left, B

Level warp—X, B, Left, Left, B, X, B, A (After entering this code, *Vectorman* turns into a small arrow. This works like a level warp; you can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into *Vectorman*, just pause and enter the code again.

*Vectorman: Super Cheat Menu*

At the Options menu, press B, A, A, B, Down, B, A, A, B to access a cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

*Vectorman 2: Cheat Codes*

Enter any of the following codes while the game is paused:

Refill Energy—A, B, A, B, Left, Up, Up

One Extra Life—Right, Up, A, B, Down, Up, A, Down, Up, A

Weapon Upgrade—X, B, Left, Left, Down, B, Down

Stage Select/Sound Test—Up, Right, B, A, B, Down, Left, B, Down

## SPAWN: ARMAGEDDON

*Cheat Codes*

At any time during gameplay, press START and enter the following codes while the game is paused. When you unpause, you will hear



Spawn say "Necro-licious!" or "Necro-goodness!" to confirm each correct code.

All weapons—Up, Down, Left, Right, Left, Right, Left, Left

Infinite ammo—Up, Down, Left, Right, Up, Left, Down, Right

Infinite health and Necroplasm—Up, Down, Left, Right, Left, Left, Down, Up

Toggle blood on/off—Up, Down, Left, Right, Up, Up, Up, Up

Unlock all comics—Up, Down, Left, Right, Right, Left, Left, Up

Unlock all missions—Up, Down, Left, Right, Left, Left, Right, Right

Unlock all encyclopedia entries—Up, Down, Left, Right, Left, Right, Up, Down

Left, Right, Left, Right, Up, Down

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Alternate costume for Patrick—Y, Y, Y, X, X, Y, X, Y

Caveman costume for Patrick—Y, Y, Y, X, X, Y, X, Y

X, X, X

STAR WARS: REBEL STRIKE

ROGUE SQUADRON III

Secret Codes

Choose "Options" from the main menu, then select "Passcodes" and enter any of the following codes.

If a code has several parts, you must enter the second (or third) passcode immediately after the previous one or else it won't work.

Note that the special vehicle codes may not allow you to choose those vehicles in every mission; after entering one of these codes, check the "Available Craft" to see if that vehicle is allowed in a particular mission.

I I O U A O Y E—W I M P I A M I—Infinite lives

E E Q Q ? Y P L—C H E I A T E R—Unlock all missions in Single Player mode

S W G R C Q P L—U C H E A T E D—Unlocks all regular missions in Cooperative mode

R W A L P I G C—N O W A Y O U T—Unlock Asteroid Field mission in Cooperative mode

W P X ? F G C I—E X C E R S I Z—Unlock Endurance mission in Cooperative mode

Y F C E D F R H—D S A G A I N—Unlocks Death Star Escape mission in Cooperative mode

F R L I C S F—F A R M B O Y ?—Unlocks Beggar's Canyon Race under "Special" in Versus mode

R T W C V B S H—B F N A G A I N—Unlock Naboo Starfighter ship in all modes

T G B C W L P N—Z Z B O U N T Y—Unlock Slave 1 ship in all modes

Q Z C R P T G I—H A N S R I D E—Unlock Millennium Falcon ship in all modes

V D X ? W K ! H—A N O K S H I P—Unlock TIE Advanced ship in Cooperative and Versus modes

J A S D J W F A—! D A B O M B !—Unlock TIE Bomber ship in Single Player and Versus modes

F R R V B M J K—L O O K O U T !—Unlock TIE Hunter ship in Single Player and Versus modes

A X C B P R H K—W H A T T H E ?—Unlock Rudy's Car ship in Single Player and Cooperative modes

B B G M Y W S X—J E D I W H O ?—Unlock Jedi Starfighter ship in Versus mode

B T C E M A K D—O N E S H O T !—Unlock TIE Fighter ship in Cooperative mode

R T J P F C I G—T I M E W A R P—Unlock Star Wars game in Arcade

I H I ? H X S—K O O L S T U F—Unlock The Empire Strikes Back game in Arcade

L O O K M O M !—Unlock "Credits" option at the Special Features menu

T H E D U D E S—Unlock "Documentary" option at the Special Features menu

I ! K O L A R T—Unlock "Art Gallery" option at the Special Features menu

H A R K H A R K—Unlocks "Music Hall" option at the Special Features menu

N O C O L O R ?—Black and white mode

STAR WARS: ROGUE LEADER

ROGUE SQUADRON II

Secret Codes

Choose "Options" from the main menu, then select "Passcodes" and enter any of the following codes.

If a code has several parts, you must enter the second (or third) passcode immediately after the previous one or else it won't work.

Note that the special vehicle codes may not allow you to choose those vehicles in every mission; after entering one of these codes, check the "Available Craft" to see if that vehicle is allowed in a particular mission.

J P V I ? I J C—R S B F N R L—Infinite lives

I ? ? Q W T T J—C L A S S I C—Unlock all levels

A Y Z B I R C L—W R K F O R I T—All tech upgrades

P Y S T ? O O O—D U C K S H O T—Bonus level

"Death Star Escape" (highlight "Death Star Attack" at the Select Mission screen and press Up to access)

T V L Y B B X L—N O W A R ! !—Bonus level

"The Asteroid Field" (highlight "Battle of Hoth" at the Select Mission screen and press Up to access)

A Z T B O H I !—O U T C A S T !—Bonus level

"Triumph of the Empire" (highlight "Strike at the Core" at the Select Mission screen and press Up to access)

O G G R W P D G—E E K E E K !—Bonus level

"Revenge on Yavin" (enter the "Triumph of the Empire" code first, then highlight "Strike at the Core" at the Select Mission screen and press Up, Right to access)

? W C Y B R T C—? ? M B C ? ? ?—Bonus level

"Endurance" (enter the "Triumph of the Empire" code first, then highlight "Strike at the Core" at the Select Mission screen and press Up, Right, Right to access)

C D Y X F ! ? Q—A S E P O N E !—Unlock Naboo Fighter

M V P Q I U ? A—O H I B U D D Y—Unlock Millennium Falcon

Z T ? ! R G B A—D I S P S B L E—Unlock TIE Fighter

P Z ? A P B S Y—! R O N S H I P—Unlock Slave 1

V V ? G X R Y P—C N O O Q ! Z R—J F E T T S H

P—Unlock Jango Fett's Slave 1

N Y M ! U U O K—B L K H L M T I—Unlock TIE Advanced

A J H H ! ? J Y—B U S T O U R—Unlock Imperial Shuttle

I Z U V I E L !—B E N Z I N !—Unlock Car

U ! ? ! V W Z C—G I V E I T U P—Enable "Ace Mode" option at the Special Features menu

B L A H B L A H—Enable "Audio Commentary" option at the Special Features menu

E X H I B I T !—Enable "Art Gallery" option at the Special Features menu

C O M P O S E R—Enable "Music Hall" option at the Special Features menu

? I N S I D E R—Enable "Documentary" option at the Special Features menu

T H A T S M E I—Enable "Credits" option at the Special Features menu

L I O N H E A D—Black & White mode

STAR WARS: THE CLONE WARS

Cheat Codes

At the main menu, select "Options," then "Bonuses," then select "Codes" and enter any of the following codes. A special message will appear after entering each code correctly.

G A S M A S K—Unlock all missions

1 W I T H F O R C E—Unlock invincibility

C H O S E N !—Unlock unlimited ammo

Y U B Y U B—Unlock bonus objectives

F R A G F I E S T A—Unlock all multiplayer maps

C I N E M A—Unlock all cutscenes

S A Y C H E E S E—Unlock team photos

C O R D E—Unlock Amidala in Academy

F U Z Z B A L L—Unlock Wookiee in Academy

R O G E R R O G E R—Unlock Battle Droid in Academy

W A T T A M B O R—Unlock Super Battle Droid in Academy

Play Ewok Celebration Song

At any menu screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START (using the D-pad). The Ewok celebration song from Star Wars: Return of the Jedi will begin playing immediately.

STARSKY & HUTCH

Unlock Everything

When creating a new profile, enter the name "VADKRAM" on your license plate to unlock all seasons, and episodes within the Story Mode, all Free Room areas, TV Specials and Locker features.

TAK AND THE POWER OF JUJU

Cheat Codes

At any time during gameplay, pause the game and enter any of the following codes:

Earn All Juju Powers—Up, Right, Left, Down, Y, X, B, Down

Max. Nubu Plants—B, Y, X, Left, Up, Right, Down, Down

Max. Moonstones—Y, Y, B, B, X, X, Left, Right

Max. Yorbels—Up, Y, Left, B, Right, X, Down, Up

Max. Feathers—B, Y, X, B, Y, X, B, Y

Unlock Extra Bonus Features—Left, Right, B, B, X, X, Left, Right

TIGER WOODS PGA TOUR 2005

Cheat Codes

Choose "EA Sports Options & Extras" from the main menu, then select "Password" from the Options menu and enter any of the following case-sensitive codes:

T H E G I A N T O Y S T E R—Unlock standard courses and all golfers except Justin Timberlake

T H E T E N N E S S E E K I D—Unlock Justin Timberlake

9 1 t r e s t R—Unlock all Adidas sponsorship items for purchase

c g t r 7 8 q w—Unlock all Callaway Golf sponsorship items for purchase

C L 4 5 e t u B—Unlock all Cleveland Golf sponsorship items for purchase

I s f k a j f d—Unlock all Cobra sponsorship items for purchase

F D G H 5 9 7 i—Unlock all Maxfli sponsorship items for purchase

Y J H k 3 4 2 B—Unlock all Never Compromise sponsorship items for purchase

U i t 4 5 T W 6—Unlock all Nike and some Nike TW sponsorship items for purchase

k j n M R 3 q v—Unlock all Odyssey Golf sponsorship items for purchase

R 4 5 3 d r t e—Unlock all PING sponsorship items for purchase

c d s a 2 f g Y—Unlock all TAG Heuer sponsorship items for purchase

TOM CLANCY'S SPLINTER CELL

CHAOS THEORY

Unlock All Missions

Choose "Solo" from the main menu. At the Solo menu, hold L + R and press X, X, X, X, Y, Y, Y, Y, Y. You'll hear a sound to confirm the code.

Now select "Load Game" and you'll find that all of the missions have been unlocked.

TY THE TASMANIAN TIGER

Secret Codes

At any time during gameplay, enter any of the following codes. You'll hear a special guitar sound effect after entering a correct code.

Obtain Kaboomarang, Doomarang, Megarang, Zoomarang, Infrarang, Multirang and Chrono-

rang—L, R, L, R, Y, Y, Y, B, Y, B

Obtain Frostyrang, Flamerang, Zappyrang and Aquarang—L, R, L, R, Y, Y, B, B, Y, B

TY THE TASMANIAN TIGER 2: BUSH RESCUE

Secret Codes

Enter the following codes at any time during gameplay. You will hear a confirmation sound each time you enter a code correctly.

100,000 Opals—START, START, Y, START, START, Y, X, A, X, A

All Bunyip Keys—START, START, Y, START, START, Y, B, X, B, A

Reveal all items in the vicinity—START, START, Y, START, START, Y, Up, Down, Left, Right

Unlock Level 1 Boomerangs—START, START, Y, START, START, Y, X, B, X, B

Unlock Level 2 Boomerangs—START, START, Y, START, START, Y, B, X, B, Y

WAVE RACE: BLUE STRORM

Secret Passwords

Choose "Options" from the main menu, then hold Z + X and press START at the Options menu. A new "Password" option will appear.

At the next screen, enter any of the following passwords:

D L P H N M O D—Ride a dolphin, Free Roam

K T U P W N P D—Play Dolphin Park, Stunt Mode Normal

W C X 5 W P 5 A—Play Southern Island, Stunt Mode Expert

M J V 8 L K L 6—Play La Razza Canal, Time Attack Hard

J 7 8 4 W M H F—Play Lost Temple Lagoon, Time Attack Normal

L Q 3 T R K T E—Play Lost Temple Lagoon, Time Attack Hard

A J X Y 8 P 5 3—Play Expert Championship without having to unlock it

WRECKLESS: THE YAKUZA MISSIONS

Unlock All Missions & Cheats

At the Scenario Select screen, select "Cheats." Next, move the cursor to highlight the "Unlimited time" cheat, then hold down L + R + Right and press Z.

WWE: CRUSH HOUR

Secret Character

Press X, Y, L, X at any menu screen to unlock Kevin Nash as a playable character.

X-MEN LEGENDS

Unlock Extreme Gear

At the main menu, press Up, Up, Right, Left, Down, Down, START.

YU-GI-OH!: THE FALSEBOUND KINGDOM

Extra Gold Cheat

While in the 3D Mode Screen, move the cursor to an empty spot on the field and quickly press Up, Up, Down, Down, Left, Right, Left, Right, B, A. If entered correctly, you'll hear a voice say "Yu-Gi-Oh!" and you will automatically receive 573 Gold. You can keep increasing your Gold by entering the code over and over.

ZAPPER

Infinite Lives

Press START to pause the game, then hold L and press Up, Up, Left, Left, Right, Left, Right.

ZATCH BELLI MAMODO BATTLES

Cheat Codes

Enter the following codes at the title screen:

Unlock Zono and Dufort—Up, Up, Down, Down, Left, Right, Left, Right, B, A

Unlock Zono's Story Mode—Up, Up, Down, Down, Left, Right, Left, Right, B, A

Cheat Passwords

Defeat any 10 opponents in Story Mode and the "Password" option will appear in the "Bonus Mode" menu. Enter any of the following passwords to earn a random reward (points, cards or characters):

U C K A H E I T

C L O O N A V 3 U

T H E C Z B A L L



# Xbox tips

## 007: NIGHTFIRE

### Secret Passwords

Choose "Codenames" from the main menu, then choose your custom profile and enter any of the following codes at the "Secret Unlocks" menu. Be sure to choose the "Save Codename" option from the Codename "Edit" menu after entering any of these codes; if you don't, the code's effects will be lost and you'll have to enter it again.

PASSPORT—Unlock all missions

PARTY—Unlock all characters in Multiplayer mode

GAMEROOM—Unlock all scenarios in Multiplayer mode

BOOM—Unlock "Explosive Scenery" enviro-mod in Multiplayer mode scenario options

Q LAB—Unlock all gadget and weapon upgrades

## 50 CENT: BULLETPROOF

### Cheat Codes

At any time during the game, press **START** to pause, choose "Options," then select "Enter Codes" from the Codes menu and enter any of the following codes:

ny'sfinestyo—Bulletproof cheat (invincibility)

gotthemrachs—Unlock all weapons

GrizzSpecial—Infinite ammo cheat

the hub is broken—Mike mode cheat (more powerful weapons)

workout—Unlock "Empty'n Clips" Counterkill

orangejuice—Unlock Action 26 track

sayhellotomylittlefriend—Unlock "My Buddy" video

yayoshome—Unlock "So Seductive" video

graballthat50—Unlock all music

## ADVENT RISING

### Level Select

At the Play Game menu that appears after the Load Game menu, press **Black, White, Black, White, X**. The Level Select option will appear as a menu item directly above Cinematics.

### Cheat Menu

At any time during gameplay, press **START** to pause, then press **Up, Down, Down, Left, Right, Left, Right, White, Black, X**. A cheat menu will appear, allowing you to turn on God Mode, Unlimited Ammo or "Blizzow" (All powers/skills raised to level 5). To select more than one option, you will have to input the code again.

## AEON FLUX

### Cheat Passwords

At any time during gameplay, pause the game and enter the following cheat passwords by selecting "Enter Cheat" from the "Cheats" menu. Once you enter a cheat, its effect will appear in the "Cheats" menu, where you can toggle it on or off.

TANGO ROMEO INDIA ROMEO OSCAR XRAY—God mode

HOTEL ECHO ALPHA LIMA MIKE ECHO—Restore health

CHARLIE LIMA OSCAR NOVEMBER ECHO—Unlimited health

FOXTROT UNIFORM GOLF—Unlimited ammo

LIMA CHARLIE VICTOR GOLF—Unlimited Power Strikes

CHARLIE UNIFORM TANGO INDIA OSCAR NOVEMBER ECHO—Free fatalities

BRAVO UNIFORM CHARLIE KILO FOXTROT SIERRA TANGO—One-strike kills

UNIFORM KILO GOLF ALPHA MIKE ECHO ROMEO—Unlock action movie

### More Cheat Passwords

Choose "Extras" from the main menu, then select "Enter Cheat" and enter any of the following passwords:

BRAVO ALPHA YANKEE OSCAR UNIFORM—Unlock all episodes in "Replay Episode" mode

PAPA INDIA XRAY ECHO SIERRA—Unlock all slideshows

MIKE OSCAR VICTOR INDIA ECHO—Unlock Seeds costume

BRAVO LIMA UNIFORM ROMEO—Unlock War costume

GOLF ROMEO ALPHA YANKEE—Unlock Fame costume

JULIET ALPHA CHARLIE KILO ECHO TANGO—Unlock Bomber Jacket costume

WHISKEY HOTEL INDIA TANGO ECHO—Unlock Mrs. Goodchild costume

ALPHA ROMEO MIKE SIERRA—Unlock Revelation costume

CHARLIE LIMA OSCAR TANGO HOTEL ECHO SIERRA—Unlock Freya, Monica Freya, Hostess Judy, Una and Fashion Una costumes

ALTER ECHO

### Cheat Codes

At any time during gameplay, press **Up, Up, Down, Down, Left, Right, Left, Right** on the D-pad. Your life bar will disappear from the top of the screen; now you can enter the following cheats:

Health recharge—Hold **BACK** button, press **Right**

Time Dilation Energy recharge—Hold **BACK**, press **Up**

Toggle on-screen displays—Hold **BACK**, press **Y**

## APEX

### Cheat Codes

Select "Dream Mode" from the main menu, then choose "New Game". After the opening cinematic, when you are prompted to select a Brand Name, enter any of the following codes to unlock the corresponding feature in Arcade Mode.

WORLD—Unlock all tracks

DREAMY—Unlock all concept cars

REALITY—Unlock all production cars

## ARENA FOOTBALL

### Cheat Codes

At the main menu, press the **Y** button to call up the Choose Active Profile menu, then select "Create New Profile" or use the "Rename Profile" option to create a profile with one of the following names. When playing with that profile, the corresponding cheat will be active. Be sure to enter the capital/lowercase letters and spaces as shown. Note: The effects of these codes can only be seen in Quick Play mode.

IronMen—All players' stats maxed out at 99

SPMAHC—Unlock All-Star Champs team

LAOPEN—Unlock all teams

Run Me—While on offense, only running plays can be selected

Pass Me—While on offense, only passing plays can be selected

Kick Me—While on offense, only special-teams plays can be selected

## BALDUR'S GATE: DARK ALLIANCE II

### Invincibility/Level Warp

At any time during gameplay, hold **Left Trigger + Right Trigger + A + B + X + Y** and press the **START** button to bring up the cheat menu. You can toggle invincibility on and off and warp to any location in the game from here, even places that you haven't been to previously. You can even warp to levels that you are not supposed to be able to go to; for example, you can go to Zarad's study even when you're not playing as Ysuran.

### Level-Up Cheat

At any time during gameplay, hold **Left Trigger + Right Trigger + A + B + X + Y** and press the **White** button. This cheat automatically levels your character up to level 10, gives you 45 Feat points and gives your character 500,000 gold. Be careful when your character passes level 10, since the code will reset all of your character's stats back to level 10.

## THE BARD'S TALE

### Cheat Codes

At any time during gameplay, hold **Left Trigger + Right Trigger** and enter the following codes: Full health and mana—**Left, Left, Right, Right, Up, Down, Up, Down**

Can't be struck—**Left, Right, Left, Right, Up, Down, Up, Down**

Can't be hurt—**Right, Left, Right, Left, Up, Down, Up, Down**

Damage x 100—**Up, Down, Up, Down, Left, Right, Left, Right**

10,000 silver pieces and 100 adderstones—**Up, Down, Down, Left, Right, Left, Right**

Unlock all levels—**Right, Right, Left, Left, Up, Down, Up, Down**

## BATTLEFIELD 2: MODERN COMBAT

### Earn All Weapons

At any time during gameplay, hold **Black + White** and press **Right, Right, Down, Up, Left, Left**.

## BIG MUTHA TRUCKERS 2

### Cheat Passwords

Press **Y** at the main menu to access the "Enter Cheat" screen, where you can enter any of the following codes:

MISSIONS—Unlock all missions

CASH—Earn \$100,000

BRIDGE—Easy bridge crossing

NO DAMAGE—Invincibility

NO COPS—No cops

EBM—Unlock Evil Bob mission

PJ—Pay off one juror

PAJ—Pay off all jurors

COPS—Cops always on route

BIKERS—Bikers always on route

GALLERY—Unlock all gallery items

## BLACK

### Start with M249 Machine Gun

Select "Options" from the main menu, then choose "Profile." Select "New" and enter **SSQ-STHA-ZFV-7XE** as your profile name (be sure to include the dashes). After entering this code, you will be prompted to enter another profile name; choose any name you wish and start a new game to begin with the M249.

## BLITZ: THE LEAGUE

### Cheat Passwords

Choose "Extras" from the main menu, then select "Codes" and enter any of the following codes. The cheats can then be toggled on or off in the "Game Options" section under Quick Play.

ON FIRE—Ball trail always on

BOUNCY—Beach ball

PIPED—Double unleash icons

NOTTIRE—Stamina Off

CLASHY—Super Clash

BIG DOGS—Super unleash clash

CHUWA—Two-player co-op

## BROTHERS IN ARMS: ROAD TO HILL 30

### Unlock All Levels and Difficulty Settings

Enter the name "BAKERSDOZEN" when creating a new profile. You will now be able to select any level in the Chapters section and play the game on "Authentic" difficulty.

## BURNOUT: REVENGE

### Saved Game Data Bonus Vehicles

If you have a *Burnout 3: Takedown* save file on your Xbox hard drive when creating a profile in *Burnout: Revenge*, you will automatically unlock a secret vehicle, the Dominator Assassin. If you have a *Madden NFL 06* save file, you'll unlock the Madden Challenge Bus.

## CALL OF DUTY: FINEST HOUR

### Level Select

(Note: You'll need two controllers to enter this code.) Select "Single Player" from the main menu; when the level select screen appears, hold **Up** on Controller 2 and press **START, BACK, BACK, X** on Controller 1 to unlock all levels.

## CALL OF DUTY 2: BIG RED ONE

### Unlock All Stages

Choose "Single Player" from the main menu and select the "Chapter Select" option. When the Chapter Select menu appears, hold **L + R** and press **Up, Up, Down, Down, Left, Left, Right, Right, X, Right, X, Right, X** to unlock all of the chapters.

## CAPCOM CLASSICS COLLECTION

### Unlock All Extras and More

At the title screen, press **Left Trigger, Right Trigger, Up** on the right analog stick, **Down** on the right analog stick, **Left Trigger, Right Trigger, Up** on the left analog stick, **Down** on the left analog stick, **Left Trigger, Right Trigger, Up** on the D-pad, **Down** on the D-pad. A message will appear to confirm that you have unlocked all of the extras in the game. This code also allows you to select any weapon in *Ghosts 'n Goblins*.

*Ghosts 'n Ghosts* and *Super Ghosts 'n Ghosts* by pressing **Right** or **Left** on the right analog stick during the game.

## CARS

### Cheat Codes

Select "Options" from the main menu, then choose "Cheat Codes" and enter any of the following codes:

IMSPED—Faster acceleration

VROOOM—Unlimited Boost meter

YAYCARS—Unlock all cars

R4MON—Unlock all paint schemes for all unlocked vehicles

MATTL66—Unlock all Arcade games

IF900HP—Unlock all Bonus Content and all Arcade games

TRGTEXC—Unlock Mater's Countdown

Clean-Up Mini-game and Mater's Speedy Circuit Road Race

CONC3PT—Unlock all character and environment art

WATCHIT—Unlock all movie clips and deleted scenes

## THE CHRONICLES OF NARNIA THE LION, THE WITCH AND THE WARDROBE

### Unlock All Levels

At the level select menu (i.e. while looking at the Wardrobe), hold **Left Trigger** and press **Up, Up, Right, Right, Up, Right, Down** to open all the levels.

### Unlock All Bonus Content

Choose "Bonus Content" from the level select (Wardrobe) menu. When the Bonus Items menu appears, hold **Left Trigger** and press **Down, Down, Right, Right, Down, Right, Up** to unlock all the bonuses.

### Cheat Codes

At the main title screen—where the words "Please Press **START** to Begin" are flashing—hold **Left Trigger + Right Trigger** and press **Down, Down, Right, Up**. (Note: You may have to start a game and exit before the main title screen will appear) The flashing text will turn green when you enter the code correctly. Now you can enter any of the following cheats at any time during gameplay:

Refill health—Hold **Left Trigger** and press **Down, Left, Left, Right**

Refill energy—Hold **Left Trigger** and press **Up, Up, Right, Up**

Invincibility—Hold **Left Trigger** and press **Down, Up, Down, Right, Right**

Get 10,000 Coins—Hold **Left Trigger** and press **Down, Left, Right, Down, Down**

Unlock all special abilities—Hold **Left Trigger** and press **Down, Left, Right, Left, Up**

Skip to the end of the current level—Hold **Left Trigger** and press **Down, Left, Down, Left, Down, Right, Down, Right, Up**

## CONFLICT: GLOBAL TERROR

### Unlock Cheat Menu

At the title screen, press **Left Trigger, Right Trigger, Left Trigger, Right Trigger, X, White, Black, X**. A confirmation message will appear if you have entered the code correctly, and a new "Cheats" option will be added to the main menu, allowing you to select any level and toggle infinite ammo and infinite saves on or off.

## COUNTER-STRIKE

### Purple Streaked Terrorists

Create a new profile with the name "PlumRugOfDoom" (or change your current profile name to this). All of the terrorists on the Prodigy level will now have a purple streak down the middle of their hair.

### Shaky Text

Create a new profile with the name "HUNDONE!!" (or change your current profile name to this). You should see the effect immediately after entering the code.

## CRASH BANDICOOT: THE WRATH OF CORTEX

### Cheat Code

Choose "New Game" from the main menu. When the name entry screen appears, enter your name as "WOMBAT" to start with all of the levels unlocked and a 106% completion rating.

## THE DA VINCI CODE

### Cheat Passwords

Choose "Options" from the main menu, then select "Codes" and enter any of the following passwords:

SACRED FEMININE—Extended health  
VITRUVIAN MAN—Invincibility  
PHILLIPS EXETER—One-hit kills  
ROYAL HOLLOWAY—One-hit weapon kills  
CLOS LUCE 1519—Unlock all levels  
ET IN ARCADIA EGO—Unlock all secrets  
APOCRYPHA—Unlock all Visual Database items

## DANCE DANCE REVOLUTION ULTRAMIX

### All Songs/All Challenge Modes Complete

Select "Options" from the main menu, then select "Credits" and enter the following code on Controller 4: **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. You will hear a confirmation sound if the code is entered correctly.

## DEATHROW

### Secret Codes

At the main menu, select "Options," then move the cursor to Player 4's name. Change it to any of the following names to obtain the corresponding effects:

MOREROOM—Unlock all arenas  
ALL150—Unlock all players and teams  
NO FEAR—Unlock "Difficulty Extreme" extra  
CONFUSED—Unlock "Multi Disc" extra  
NOFOV—Puts camera directly over player  
NOHUD—Remove all onscreen interface elements during gameplay  
Unlock Everything

When creating a new profile, enter the name "SouthEnd" (note: the S and E must be capitalized). All options in the Unlocks menu will now be now available.

## DISNEY'S EXTREME SKATE ADVENTURE

### Cheat Passwords

Choose "Cheat Codes" from the Options menu and enter any of the following case-sensitive codes. You'll hear a confirmation sound each time you enter a code correctly.

x t r e m e b u d d i e s—Unlock all characters  
f r e q u e n t f l y e r—Unlock all levels  
g e t h o t g a r—Unlock all Create-A-Skater items  
h a p p y f e e t—Infinite Special Meter  
s a v a n n a h—Unlock *Lion King* movie  
n u g g e t—Unlock *Tarzan* movie  
m a r i n—Unlock *Toy Story* movie

## DOOM 3

### Cheat Codes

At any time during gameplay (not while paused), enter the following codes:  
Invincibility—Hold **Left Trigger** and press **X, Y, B, A**

Skip the current level—Hold **Left Trigger** and press **B, A, X, Y**

## DR. MUTO

### Secret Cheats

At the main menu, select "Options," then select "Cheats" and enter any of the following codes. You'll see a special text message on the screen after entering each one correctly.

N E C R O S C I—Infinite health  
C H E A T E R B O Y—Never take damage  
T I N K E R T O Y—Unlock every gadget  
E U R E K A—Unlock every morph  
L O G G L O G G—Secret morphs  
B E A M M E U P—Go anywhere  
H O T T I C K E T—Unlock (almost) all movies  
B U Z Z O F F—Unlock Ending 2

## DRAGON BALL Z: SAGAS

### Cheat Codes

At any time during gameplay, press **START** to pause, then select "Controller" from the pause menu and enter the following codes at the controller screen:

Invincibility—Down, A, Up, Y, BACK, START, Right, X, Left, B  
All upgrades purchased—Up, Left, Down, Right, BACK, START, Y, X, A, B

### Unlock Everything

Choose "Options" from the main menu, then press **Up, Down, Up, Down, BACK, START, BACK, START, Y, A, Y, A, X, X, B** at the Options menu. This code unlocks all of the stages in Play Sagas mode, all of the items at the Extras menu and all of the stages and characters in Pendulum mode.

## DRAGON'S LAIR 3D

### Secret Rewards Menu

At the main menu, hold the **Right Trigger** and press **Left Thumbstick, Right Thumbstick, Left Thumbstick, Right Thumbstick, White, Black, White, Black**. Next, move the cursor to "Start Game" and press **A**. If you entered the code cor-

rectly, a "Rewards" menu will immediately appear. Selecting any item will start you off in the beginning of the game with the corresponding effect, so you may not activate more than one at a time.

## DRIV3R

### Cheat Codes

Enter the following codes at the main menu; you'll hear a chime each time you enter a code correctly. Now select "Cheats" from the Options menu to toggle the code effects on and off:

Unlock all Undercover missions—**X, X, Y, Y, Right Trigger, Right Trigger, Left Trigger**  
Unlock all weapons in Undercover and Take a Ride mode—**Left Trigger, Left Trigger, X, Y, Y, Right Trigger, Right Trigger**  
Unlimited ammo in Undercover and Take a Ride mode—**Right Trigger, Right Trigger, Left Trigger, Left Trigger, X, Y, Y**  
Invincibility in Take a Ride mode—**X, Y, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger**  
Immunity (police ignore you)—**X, Y, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Y**  
All vehicles available in Take a Ride mode—**X, X, Y, Y, Left Trigger, Right Trigger, Left Trigger**

## DRIVER: PARALLEL LINES

### Cheat Passwords

At any time during gameplay, press **START** to pause the game, choose "Settings" from the pause menu, then select "Cheats" and enter any of the following passwords:

R O L L B A R—Indestructible cars  
G U N B E L T—Infinite ammo  
Z O O M Z O O M—Infinite nitro  
I R O N M A N—Invincibility  
K E Y S T O N E—Weak cop cars  
T O O L E D U P—Zero cost  
G U N R A N G E—All weapons  
C A R S H O W—All vehicles

## ELDER SCROLLS III: MORROWIND

### Cheat Codes

During gameplay, press **B** to bring up the menus. Select the Stats menu and enter the following codes to increase your vital stats:

Restore Health—Select "Health" in the Stats menu and press **Black, White, Black, Black, Black**. Press and hold the **A** button to restore health level.  
Restore Magicka—Select "Magicka" in the Stats menu and press **Black, White, White, Black, White**. Press and hold the **A** button to restore Magicka level.  
Restore Fatigue—Select "Fatigue" in the Stats menu and press **Black, Black, White, White, Black**. Press and hold the **A** button to restore Fatigue level.

## FANTASTIC 4

### Cheat Codes

Enter any of the following codes at the main menu. You'll hear a sound to confirm each time you enter a code correctly.

Unlock Hell bonus level in the Bonus menu—**Right, Right, X, B, Left, Up, Down**  
Unlock Barge Arena in Survival Mode and Stan Lee Interview #1 in Unlocks—**X, B, X, Down, Down, B, Up**  
Infinite Cosmic Power—**Up, X, X, X, Left, Right, B** (note: although this code will generate the confirmation sound, its effects may not appear unless you start a game and quit, then enter the code and choose the "Continue" option)

## FIGHT NIGHT: ROUND 3

### Cheat Code

Choose "Create Champ" from the main menu. Under the "First Name" tab in the "Creat Champ Info" section, enter NEWVIEW as your character's first name to unlock all venues in Free Play mode.

## FINDING NEMO

### Level Select

At the main menu, press **Y, Y, Y, X, X, B, X, Y, B, X, Y, X, Y, B, Y, Y**. The word "Cheat" will appear on the screen to confirm. A new "Cheat" option will appear if you pause the game between levels; select "Open Levels" and turn it "on" to unlock all of the levels.

## FLATOUT

### Cheat Codes

When creating a new profile, enter one of the following cheat codes at the name entry screen. When entered correctly, the cheat code will disappear, allowing you to enter another code or your name.

G I V E C A S H—Start with \$40,000  
G I V E A L L—Unlock all cars and races  
R A G D O L L—Throw driver at any time by pressing the Gear Up button

## FULL SPECTRUM WARRIOR: TEN HAMMERS

### Unlock All Multiplayer Co-op Levels

Choose "Bonus Materials" from the main menu, then select "Cheats" and enter the code "FULL-SPECTRUMPNAGE". All of the co-op multiplayer levels will now be unlocked.

## FUTURAMA

### Cheat Codes

Enter any of the following codes at any time during gameplay (not while paused):

Invincibility—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black, Y, BACK**  
Max. ammo—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black**, release **Right Trigger**, press **B**, hold **Right Trigger**, press **BACK**  
Max. Special Move charges—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black**, release **Right Trigger**, press **X**, hold **Right Trigger**, press **BACK**  
Extra lives—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **BACK**  
Refill health meter—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black**, release **Right Trigger**, press **Y**, hold **Right Trigger**, press **BACK**  
Unlock all movies, music and gallery pictures—Hold **Left Trigger**, press **A**, hold **Right Trigger**, press **X, Y**, release **Right Trigger**, press **A**, hold **Right Trigger**, press **X, Y, B, A, Black, B, BACK**

## GLADIUS

### Cheat Codes

Each of the following cheats is activated by pressing the **START** button to pause at a specific location in the game, then entering the corresponding code while the game is paused. You'll hear a sound effect to confirm each time you enter a code at the correct location.

Team Berserk mode—During combat, pause the game and press **Left, Down, Right, Up, Left, Left, Left, Up, Right, Down, Left**  
Increase amount of Attack Affinity after attacking—During combat, pause the game and press **Down, Right, Up, Left, Left, Left, Left, Y, Right**  
Increase amount of Defense Affinity after attacking—During combat, pause the game and press **Down, Right, Up, Left, Left, Left, Left, Y, Left**

Earn 1,000 Dinar—In the School, pause the game and press **Right, Down, Left, Up, Left, Left, Left, Y, Left**  
Earn 1,000 Experience—In the School, pause the game and press **Right, Down, Left, Up, Left, Left, Left, Y, Right**  
Remove class requirements for equipment—In the School, pause the game and press **Right, Down, Left, Up, Left, Left, Left, Left, Y, Y**

Disable random encounters—On the World Map, pause the game and press **Right, Left, Up, Down, Left, Left, Left, Y, Y, Y**

Unlimited random encounters—On the Goal screen, pause the game and press **Right, Left, Up, Down, Left, Left, Left, A, A, A**  
Decrease CPU opponents' levels—In the League menu, pause the game and press **Right, Right, Right, Up, Up, Left, Left, Left, Right, Down, Down, Down, Down, Up**

Increase CPU opponents' levels—In the League menu, pause the game and press **Right, Right, Right, Up, Up, Left, Left, Left, Right, Up, Up, Up, Up, Down**

## THE GODFATHER: THE GAME

### Cheat Codes

At any time during gameplay, press **START** to pause the game and enter any of the following codes at the pause menu:

Refill health—**Left, X, Right, Y, Right, Left Thumbstick**  
Refill ammunition—**Y, Left, Y, Right, X, Right Thumbstick**  
Earn \$5,000—**X, Y, X, X, Y, Left Thumbstick**  
Unlock All Movies in the Film Archive  
At the save menu, where the "Join the Family" and "Enter the Tailor Shop" options appear, press **Y, X, Y, X, X, X, Left Thumbstick**. You'll hear a sound to confirm that the movies have been unlocked.

## GOLDENEYE: ROGUE AGENT

### "Extras" Screen Codes

Choose "Extras" from the main menu, then enter any of the following codes at the Extras menu:

Unlock all levels in Campaign and multiplayer modes—**Down, Right, Down, Right, Up, Down, Up, Left**

Unlock One Life mode—**Left, Down, Up, Right, Up, Right, Left, Down**

Paintball mode (multiplayer)—**Right, Left, Right, Left, Down, Down, Up, Up**

Unlock all skins (multiplayer)—**Down, Left, Up, Left, Right, Down, Left, Up**

Turn off GoldenEye powers (multiplayer)—**Up, Up, Down, Left, Right, Right, Left, Down**

Pause Menu Codes

During the game, press **START** to pause, then enter the following codes at the Pause menu:

Full health and armor—**Right Trigger, Right Trigger, Black, White, Black, Right Trigger, Left Trigger, Black**

Unlock all GoldenEye powers—**Left Trigger, Left Trigger, Black, Black, Right Trigger, Black, Left Trigger, White**

Full GoldenEye power—**Left Trigger, Right Trigger, Left Trigger, White, White, Black, Right Trigger, White**

## GRAND THEFT AUTO: SAN ANDREAS

### Cheat Codes

Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Some of the codes cannot be deactivated once you've turned them on; you must reset the Xbox in order to restore the game to normal. Do not save your game after entering codes; if you do, the codes may be permanently activated in your save file and your save file may become corrupt. Activating cheats will lower your in-game ranking. Also, some codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes in effect at once. Activating certain codes may prevent other codes from being activated. Codes that modify the appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the immediate vicinity; you'll see the effects when new vehicles or pedestrians appear. The codes that cause vehicles to appear may not work if you're too far from a street or other area where vehicles are allowed to drive.

Full health, body armor and \$250,000, repair damage to current vehicle—**Right Trigger, Black, Left Trigger, A, Left, Down, Right, Up, Left, Down, Right, Up**

Weapons Set 1 (Brass Knuckles, Baseball Bat, Handgun, Shotgun, Uzi, AK-47, Rifle, Rocket Launcher, Molotov Cocktails and Spray Can)—**Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up**

Weapons Set 2 (Knife, Handgun, Sawed-Off Shotgun, Tec-9, M4 Carbine, Sniper Rifle, Flamethrower, Grenades and Fire Extinguisher)—**Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Left**

Weapons Set 3 (Chainsaw, Silenced Handgun, Combat Shotgun, MP5, M4 Carbine, SAM Missile Launcher and Satchel Charges)—**Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Down**

Unlimited ammunition—**Left Trigger, Right Trigger, X, Right Trigger, Left, Black, Right Trigger, Left, X, Down, Left Trigger, Left Trigger**

"Wanted" level +2—**Right Trigger, Right Trigger, B, Black, Left, Right, Left, Right, Left, Right**

"Wanted" level 6—**B, Right, B, Right, Left, X, A, Down**

"Wanted" level 0—**Right Trigger, Right Trigger, B, Black, Up, Down, Up, Down, Up, Down**

Lock "Wanted" level at the current number of stars—**B, Right, B, Right, Left, X, Y, Up**

Invulnerable to melee attacks and some types of weapons—**Down, A, Right, Left, Right, Right Trigger, Right, Down, Up, Y** (Note: Your game may crash if you trigger a cutscene while this code is active)

Super punching ability—**Up, Left, A, Y, Right Trigger, B, B, B, White**

Super high jump ability—**Up, Up, Y, Y, Up, Up, Left, Right, X, Black, Black**

Infinite lung capacity (never drown)—**Down, Left, Left Trigger, Down, Down, Black, Down, White, Down**

CJ never gets hungry—**X, White, Right Trigger, Y, Up, X, White, Up, A**

Maximum weapon skills—**Down, X, A, Left, Right Trigger, Black, Left, Down, Down, Left Trigger, Left Trigger, Left Trigger**

Maximum vehicle skills—**X, White, A, Right Trigger, White, White, Left, Right Trigger, Right, Left Trigger, Left Trigger, Left Trigger**

Maximum respect—**Left Trigger, Right Trigger, Y, Down, Black, A, Left Trigger, Up, White, White, Left Trigger, Left Trigger**



Maximum stamina—Up, A, Y, A, Y, A, X, Black, Right  
 Maximum muscle—Y, Up, Up, Left, Right, X, B, Left  
 Maximum fat—Y, Up, Up, Left, Right, X, B, Down  
 Minimum muscle and fat—Y, Up, Up, Left, Right, X, B, Right  
 Maximum sex appeal—B, Y, Y, Up, B, Right Trigger, White, Up, Y, Left Trigger, Left Trigger, Left Trigger  
 CJ is instantly wasted—Right, White, Down, Right Trigger, Left, Left, Right Trigger, Left Trigger, White, Left Trigger  
 Fast game clock—B, B, Left Trigger, X, Left Trigger, X, X, X, Left Trigger, Y, B, Y  
 Slower game speed—Y, Up, Right, Down, X, Black, Right Trigger (enter this code repeatedly to increase its effect)  
 Faster game speed—Y, Up, Right, Down, White, Left Trigger, X (enter this code repeatedly to increase its effect)  
 Adrenaline mode (CJ is stronger, game moves in slow motion)—A, A, X, Right Trigger, Left Trigger, A, Down, Left, A  
 Enable drive-by shooting—Up, Up, X, White, Right, A, Right Trigger, Down, Black, B  
 Beach party (all random pedestrians wear beach attire, CJ wears shorts and flip-flops)—Up, Up, Down, Down, X, B, Left Trigger, Right Trigger, Y, Down  
 Circus mode (all random pedestrians are fast food workers and clowns, CJ is dressed as a clown, all random vehicles are hot dog trucks and other funny vehicles)—Y, Y, Left Trigger, X, X, B, Down, B  
 Sex Toy mode (more prostitutes and pimps on the streets, CJ is dressed in gimp suit and attracts prostitutes)—X, Right, X, X, White, A, Y, A, Y  
 Ninja mode (all random pedestrians are Asian and carry katanas, CJ gets a katana, most random vehicles are black motorcycles, all randomly-colored vehicles are black)—A, A, Down, Black, White, B, Right Trigger, B, X  
 Country mode (all random vehicles are country vehicles like Ranchers, Tankers, Wayfarers and Freeways, CJ is dressed in overalls and a trucker's cap)—Left Trigger, Left Trigger, Right Trigger, Right Trigger, White, Left Trigger, Black, Down, Left, Up  
 All random pedestrians are Elvis—Left Trigger, B, Y, Left Trigger, Left Trigger, X, White, Up, Down, Left  
 All pedestrians are gang members—White, Up, Right Trigger, Right Trigger, Left, Right Trigger, Right Trigger, Black, Right, Down  
 Increased gang activity (more groups of gang members on the streets)—Left, Right, Right, Left, Left, A, Down, Up, X, Right  
 Pedestrians have weapons—Black, Right Trigger, A, Y, A, Y, Up, Down  
 Pedestrians riot—Down, Left, Up, Left, A, Black, Right Trigger, White, Left Trigger  
 Pedestrians attack you—Down, Up, Up, Up, A, Black, Right Trigger, White, White  
 Remove nearly all traffic and pedestrians—A, Down, Up, Black, Down, Y, Left Trigger, Y, Left  
 Recruit anyone (A)—Down, X, Up, Black, Black, Up, Right, Right, Up (Note: This code allows CJ to recruit anyone, and if the recruited person does not already have a weapon, he or she will be given a Handgun)  
 Recruit anyone (B)—Black, Black, Black, A, White, Left Trigger, Black, Left Trigger, Down, A (Note: This code allows CJ to recruit anyone, and if the recruited person does not already have a weapon, he or she will be given a Rocket Launcher)  
 Prostitutes pay you instead of taking your money—Right, White, White, Down, White, Up, Up, White, Black  
 All vehicles in the vicinity explode—Black, White, Right Trigger, Left Trigger, White, Black, X, Y, B, Y, White, Left Trigger  
 More aggressive drivers—Black, B, Right Trigger, White, Left, Right Trigger, Left Trigger, Black, White  
 All traffic lights remain green—Right, Right Trigger, Up, White, White, Left, Right Trigger, Left Trigger, Right Trigger, Right Trigger  
 Invisible vehicles—Y, Left Trigger, Y, Black, X, Left Trigger, Left Trigger  
 Most random vehicles are sports cars, top speed of land vehicles is increased—Up, Left Trigger, Right Trigger, Up, Right, Up, A, White, A, Left Trigger  
 BMX can bunny hop over massive distances—Y, X, B, B, X, B, B, Left Trigger, White, White, Right Trigger, Black  
 Vehicles are invincible and can instantly destroy anything—Left Trigger, White, White, Up, Down, Down, Up, Right Trigger, Black, Black  
 Cars float away when hit—X, Black, Down, Down, Left, Down, Left, Left, White, A

All cars equipped with nitrous—Left, Y, Right Trigger, Left Trigger, Up, X, Y, Down, B, White, Left Trigger, Left Trigger  
 All randomly-colored vehicles are black—B, White, Up, Right Trigger, Left, A, Right Trigger, Left Trigger, Left, B  
 All randomly-colored vehicles are pink—B, Left Trigger, Down, White, Left, A, Right Trigger, Left Trigger, Right, B  
 Cars can fly—X, Down, White, Up, Left Trigger, B, Up, A, Left  
 Cars can drive over water—Right, Black, B, Right Trigger, White, X, Right Trigger, Black  
 Boats can fly for short distances—Black, B, Up, Left Trigger, Right, Right Trigger, Right, Up, X, Y Improved vehicle handling—Y, Right Trigger, Right Trigger, Left, Right Trigger, Left Trigger, Black, Right Trigger  
 Bloodring Banger appears—Down, Right Trigger, B, White, White, A, Right Trigger, Left Trigger, Left, Left  
 Rancher appears—Up, Right, Right, Left Trigger, Right, Up, X, White  
 Hotring Racer #1 appears—Right Trigger, B, Black, Right, Left Trigger, White, A, A, X, Right Trigger  
 Hotring Racer #2 appears—Black, Left Trigger, B, Right, Left Trigger, Right Trigger, Right, Up, B, Black  
 Romero (hearse) appears—Down, Black, Down, Right Trigger, White, Left, Right Trigger, Left Trigger, Left, Right  
 Stretch limo appears—Black, Up, White, Left, Left, Right Trigger, Left Trigger, B, Right  
 Caddy appears—B, Left Trigger, Up, Right Trigger, White, A, Right Trigger, Left Trigger, B, A  
 Trashmaster appears—B, Right Trigger, B, Right Trigger, Left, Left, Right Trigger, Left Trigger, B, Right  
 Rhino (tank) appears—B, B, Left Trigger, B, B, B, Left Trigger, White, Right Trigger, Y, B, Y  
 Quadbike appears—Left, Left, Down, Down, Up, Up, X, B, Y, Right Trigger, Black  
 Monster truck appears—Right, Up, Right Trigger, Right Trigger, Right Trigger, Down, Y, Y, A, B, Left Trigger, Left Trigger  
 Tanker appears—Right Trigger, Up, Left, Right, Black, Up, Right, X, Right, White, Left Trigger, Left Trigger  
 Dozer appears—Black, Left Trigger, Left Trigger, Right, Right, Up, Up, A, Left Trigger, Left  
 Vortex (hovercraft) appears—Y, Y, X, B, A, Left Trigger, White, Down, Down  
 Hunter (helicopter) appears—B, A, Left Trigger, B, B, Left Trigger, B, Right Trigger, Black, White, Left Trigger, Left Trigger  
 Stuntplane appears—B, Up, Left Trigger, White, Down, Right Trigger, Left Trigger, Left Trigger, Left, Left, A, Y  
 Hydra (plane) appears—Y, Y, X, B, A, Left Trigger, Left Trigger, Down, Up  
 Jetpack appears—Left, Right, Left Trigger, White, Right Trigger, Black, Up, Down, Left, Right  
 Parachute appears—Left, Right, Left Trigger, White, Right Trigger, Black, Black, Up, Down, Right, Left Trigger (press B to open the parachute when falling)  
 Heat wave—Black, A, Left Trigger, Left Trigger, White, White, White, Down  
 Clear weather—Black, A, Left Trigger, Left Trigger, White, White, White, Y  
 Overcast sky—Black, A, Left Trigger, Left Trigger, White, White, White, X  
 Rain—Black, A, Left Trigger, Left Trigger, White, White, White, B  
 Fog—Black, A, Left Trigger, Left Trigger, White, White, White, A  
 Sandstorm—Up, Down, Left Trigger, Left Trigger, White, White, White, Left Trigger, Right Trigger, Black  
 Game clock remains at 00:00—X, Left Trigger, Right Trigger, Right, A, Up, Left Trigger, Left, Left  
 Game clock remains at 21:00—Left, Left, White, Right Trigger, Right, X, X, Left Trigger, White, A

#### GROOVERIDER: SLOT CAR THUNDER

**Cheat Codes**  
 Choose "Single Player" from the main menu, then select "Time Trial" and earn a record time on any track. When the "Please Enter Your Name" menu appears, enter your name as "MARK" and return to the main menu. Now select "Options" and you'll find that the "Cheats" option has been unlocked. At the cheats menu, you can change the car speed, select "Unlock Championships" to unlock everything or toggle the "Ghost" option to disable collision detection (doesn't work in Time Trial mode).  
**See the Credits**  
 Earn a record time in Time Trial mode as described above, then enter your name as "BGM" to see the game's credits.

#### HITMAN: CONTRACTS

**Mission Select**  
 At the main menu, press X, Y, B, Left, Up, Right, L, R to access a special screen that lets you choose any mission in the game.  
**Complete Current Mission**  
 At any time during the game (not while paused), press R, L, Up, Down, A, Left Thumbstick, B, A, B, A to complete the current mission with a Silent Assassin rating.

#### ICE AGE 2: THE MELTDOWN

**Cheat Codes**  
 At any time during gameplay, pause the game and enter any of the following codes at the pause menu:  
 Level select—Up, Right, Right, Left, Right, Right, Down, Down  
 Infinite health—Up, Right, Down, Up, Left, Down, Right, Left  
 Infinite energy—Down, Left, Right, Down, Down, Right, Left, Down  
 Infinite pebbles—Down, Down, Left, Up, Up, Right, Up, Down  
 Unlock all Bonuses—Down, Left, Up, Down, Down, Left, Right, Right

#### THE INCREDIBLE HULK ULTIMATE DESTRUCTION

**Cheat Codes**  
 Choose "Extras" from the main menu, then select "Code Input" and enter the following codes; if it's a valid code, the corresponding cheat will appear at the bottom of the screen. Note that some cheats can be toggled on or off, while others cannot.  
 R E T R O—Play the game in black & white  
 H I S T O R Y—Play the game in sepia  
 S M A S H 5—Smash Point Bonus—5,000  
 S M A S H 10—Smash Point Bonus—10,000  
 S M A S H 15—Smash Point Bonus—15,000  
 B R I N G I T—Doubles the value of all health collectibles  
 C A B B I E S—All ambient vehicles are taxis  
 O C A N A D A—Character: Canadian Flag Shorts  
 A U S S I E—Character: Australian Flag Shorts  
 A M E R I C A—Character: American Flag Shorts  
 F S H N C H P—Character: UK Flag Shorts  
 D R A P E A U—Character: French Flag Shorts  
 D E U T S C H—Character: German Flag Shorts  
 M U T A N D A—Character: Italian Flag Shorts  
 B A N D E R A—Character: Spanish Flag Shorts  
 F U R A G U—Character: Japanese Flag Shorts  
 The following codes can be entered in the same way, but they will not work until you've accomplished certain goals in the game. Seven of them will work after you find the comic that reveals the corresponding code, while the last two codes have special requirements listed below.  
 D E S T R O Y—Doubles Hulk's damage values  
 F R O G G I E—Doubles the speed of traffic and makes it more aggressive  
 P I L L O W S—Low gravity  
 C H Z G U N—Replaces all missiles in the Badlands with cows  
 T R A N S I T—Replaces all traffic with buses  
 K I N G K N G—Replaces all lamppost props with inflatable gorillas  
 S U I T F I T—Character: Joe Fixit  
 C L A S S I C—Character: Classic Grey Hulk (Note: This cheat will not work until you have collected all 60 comics)  
 V I L L A I N—Character: Abomination 1 (Note: This cheat will not work until you have finished the game)  
 There's also one special character who becomes unlocked in the "Buy" menu after you finish the game, but you'll need a whopping 1,000,000 Smash Points to buy him.

#### THE INCREDIBLES: RISE OF THE UNDERMINER

**Cheat Passwords**  
 At any time during gameplay, pause the game and choose the "Menu" option, then select "Secrets" and enter any of the following passwords:  
 L E V E L L O C K S M I T H—Unlock all missions  
 S H O W M E—Unlock all Gallery items  
 M R I P R O F—Earn 1,000 XP for Mr. Incredible  
 F R O Z P R O F—Earn 1,000 XP for Frozone  
 M R I M A S T E R—Maximum level and all upgrades for Mr. Incredible  
 F R O Z M A S T E R—Maximum level and all upgrades for Frozone  
 M R I B O O M—Earn one Super Move for Mr. Incredible  
 F R O Z B O O M—Earn one Super Move for Frozone  
 W H Y M U S T W E F I G H T—Infinite Super Moves  
 T H I S I S T O O E A S Y—Enemies inflict more damage  
 T H I S I S T O O H A R D—Enemies inflict less damage  
 E G O P R O B L E M—Big heads

**H E A D R O O M—Tiny heads**  
**I N A H U R R Y—Speed up gameplay**  
**M A X I M I L L I O N—Earn double XP**  
**R O L L C A L L—Show credits**  
**S H A M E L E S S—Show Heavy Iron Studios logo video**

#### JUICED

**Cheat Code**  
 Select "Extras" from the main menu, then select "Cheats." Enter the code "PINT" to unlock all cars and tracks in Custom Mode and all cars and Series races in Arcade Mode.  
**Enable Progressive Scan Mode**  
 At the "Warning" screen, press and hold A + B + X + Y for one second. You will be taken to a screen where you will be able to enable progressive scan mode.

#### KELLY SLATER'S PRO SURFER

**Secret Codes**  
 From the main menu, select "Extras," then select "Cheats." Next, enter any of the following codes at the next screen:  
 7 1 4 5 5 8 0 9 2—Mega cheat  
 6 1 9 5 5 4 1 4—All boards  
 3 2 8 5 5 4 4 9 7—All levels  
 9 4 9 5 5 6 7 9 9—All surfers  
 7 0 2 5 5 2 9 1 8—All suits  
 6 2 6 5 5 6 0 4 3—All tricks  
 2 1 2 5 5 1 7 7 6—Max stats  
 2 1 3 5 5 5 7 2 1—Perfect balance  
 2 1 7 5 5 0 2 1 7—High jumps  
 8 7 7 5 5 3 8 2 5—1st-person view  
 8 1 8 5 5 1 4 4 7—Tippy graphics

#### THE LORD OF THE RINGS THE FELLOWSHIP OF THE RING

**Secret Codes**  
 At any time during gameplay, quickly enter any of the following codes. A message will appear on the screen upon entering a correct code.  
 Y, A, X, B, A, Y—Infinite health  
 X, B, A, X, B—Infinite ammunition  
 Y, Y, Y, Y, X—Infinite Ring use

#### MADE GRIFIN: BOUNTY HUNTER

**Cheat Codes**  
 At any time during gameplay, equip the Electro-Cosh weapon, then enter any of the following codes. You must enter the codes quickly or they may not register. A message will appear in the corner of the screen to confirm each code:  
 Invincibility—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, X, Y  
 Unlimited ammunition—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, X, X  
 Double damage—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, Y, Y  
 One-hit kills—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, A, A  
 Auto focus—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, B, A  
 Big head—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, B, B  
 Floating camera—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, Y, X (Note: After entering this code, you will be unable to enter any of the above codes and you will need to restart your mission in order to proceed)

#### MAGIC: THE GATHERING—BATTLEFIELDS

**Unlock All Characters**  
 Select "Arcade Duel" from the main menu. When the character select screen appears, press Left Trigger + Right Trigger simultaneously, then press Down, Up, X, White, Up, X, Black, Up, X, then Left Trigger + Right Trigger simultaneously. All of the duellists will now be available in Arcade, VS and Practice Duel modes.  
**Unlock All Quests**  
 Select "Quest" from the main menu. When the quest select screen appears, press Left Trigger + Right Trigger simultaneously, then press Down, Up, Left Thumbstick, White, Up, Right, Left, Down, Left Trigger + Right Trigger. You will hear a confirmation sound when you enter the code correctly and all quests will be unlocked.  
**Hidden Level**  
 At the Arena Select screen, press Left Trigger + Right Trigger simultaneously, then press Left, Up, X, Up, Right, Y, Left Trigger + Right Trigger. You'll be instantly transported to an extra arena which is not normally selectable through the menu.

#### MAJOR LEAGUE BASEBALL 2K6

**Cheat Passwords**  
 Choose "My 2K6" from the main menu, then select "Enter Cheat Code" and enter any of the following case-sensitive passwords:  
 Last Chance—Fielders can scale any wall  
 Crazy Hops—Balls spring off the ground higher than normal  
 Gotcha—Enhanced throwing power for fielders

Unhittable—Pitch curve and break in a dramatic fashion  
 Lookin Good—Unlock all classic jerseys  
 Home Sweet Home—Unlock all classic stadiums  
 Ghosts of Greatness—Unlock all classic teams  
 Dream Team—Unlock Topps 2K Sports team  
 Game On—Unlock all extras  
 Black Sox—Unlock all cheats  
 Derek Jeter—Unlock everything

### MARC ECKO'S GETTING UP CONTENTS UNDER PRESSURE

**Cheat Passwords**  
 At the "Game Information" screen, choose "Options," then select "Codes" and enter any of the following passwords:  
 B A B Y L O N T R U S T—Max, health meter  
 V A N C E D A L L I S T E R—Max, skills meter  
 M A R C U S E C K O S—Infinite health  
 F L I P T H E S C R I P T—Infinite skillz  
 I P U L A T O R—Unlock all levels  
 D E X T E R C R O W L E Y—Unlock all movies  
 S I R U L L Y—Unlock all concept art  
 D O G T A G S—Unlock all combat upgrades  
 S H A R D S O F G L A S S—Unlock all Black Book graffiti and truth pieces  
 W O R K B I T C H E S—Unlock all Beat Down arenas  
 S T A T E Y O U R N A M E—Unlock all Beat Down characters  
 G R A N D M A C E L I A—Unlock all iPod songs  
 N I N E S I X—Unlock all legends

### MARVEL NEMESIS: RISE OF THE IMPERFECTS

**Cheat Codes**  
 Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes. Note that if you have the "Autosave" option turned on, the effects of these cheats will be saved in your save file.  
 S A V A G E L A N D—Unlock all *Fantastic Four* comics  
 N Z O N E—Unlock all *Tomorrow People* comics  
 T H E H A N D—Unlock Elektra bonus swimsuit card  
 R E I K O—Unlock Solara bonus swimsuit card  
 M O N R O E—Unlock Storm bonus swimsuit card

### MEGA MAN ANNIVERSARY COLLECTION

**Mega Man 2 Password**  
 A5, B2, B4, C1, C3, C5, D4, D5, E2—Start at Dr. Wily's Castle with all weapons, items and four energy tanks  
**Mega Man 3 Password**  
 A1 blue, A3 blue, B2 blue, B5 blue, D3 blue, F4 blue, A6 red, E1 red—Start at Dr. Wily's Castle with all weapons, items and nine energy tanks  
**Mega Man 4 Password**  
 A1, A4, B5, E2, F1, F3—Start at Cossack's Castle with all weapons and items  
**Mega Man 5 Password**  
 B4 blue, D6 blue, F1 blue, C1 red, D4 red, F6 red—Start at Dr. Wily's Lair with all weapons and items  
**Mega Man 6 Password**  
 B6, D4, F2, F4, F6—Start at Mr. X's Castle with all weapons, items and nine Energy Tanks  
**Mega Man 7 Password**  
 1415 5585 7823 6251—Start at the last stage of Dr. Wily's Castle with all weapons and items, power-ups and four energy tanks  
**Mega Man 7: Secret Battle Game**  
 Enter the password listed above for *Mega Man 7*, but hold X + B while you press START to confirm. You will enter a secret two-player battle game.

### MERCENARIES

**Cheat Codes**  
 At any time during gameplay, press BACK to bring up the PDA, then press Right Trigger to scroll over to the "Factions" screen, where you can enter any of the following codes:  
 Invincibility—Up, Down, Up, Down, Left, Right, Left, Right  
 Infinite ammo—Right, Left, Right, Right, Left, Right, Left, Left  
 Add \$1,000,000—Right, Down, Left, Up, Up, Left, Down, Right  
 Unlock all shop items—Down, Down, Down, Down, Up, Left, Right, Right  
 Reset all factions to "Neutral"—Up, Up, Up, Up, Down, Down, Right, Left  
 Unlock all "unlockables" cheats—Right, Right, Left, Left, Up, Down, Down, Up, Right, Left, Down, Down, Left, Right, Up, Down, Down, Up, Up, Left, Left, Right, Right  
 Note: The codes listed below will only work after entering the "Unlock all 'unlockables' cheats" code shown above.  
 Play as Indiana Jones—Left, Left, Right, Right, Up, Up, Down, Down  
 Play as Han Solo—Left, Left, Right, Right, Up, Down, Up, Up

Play as the Ace of Diamonds—Left, Left, Right, Right, Down, Down, Up, Up  
 Play as Hearts card—Left, Left, Right, Right, Up, Down, Down, Up  
 Play as a Deck of 52 member—Left, Left, Right, Right, Down, Up, Up, Down  
 Play as Garret—Left, Left, Right, Right, Up, Down, Down, Right  
 Play as Peng—Left, Left, Right, Right, Up, Down, Down, Left  
 Play as Buford—Left, Left, Right, Right, Up, Down, Down, Down  
 Play as Josef—Left, Left, Right, Right, Down, Up, Up, Up  
 Play as a Mafia heavy—Left, Left, Right, Right, Down, Up, Down, Up  
 Play as an NK Elite—Left, Left, Right, Right, Down, Down, Down, Up  
 Play as an SK Elite—Left, Left, Right, Right, Down, Down, Up, Down  
 Play as a doctor—Left, Left, Right, Right, Down, Up, Down, Down  
 Play as a prisoner—Left, Left, Right, Right, Down, Down, Down, Down  
 Play as an Allied pilot—Left, Left, Right, Right, Up, Down, Up, Down

### MIDTOWN MADNESS 3

**Unlock All Vehicles**  
 At the main menu, click the Left Thumbstick and continue to hold it in while you enter the following code: Left Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger, Right Trigger, Right Trigger, Right Trigger, Right Trigger. If you've entered it correctly, all of the vehicles will be unlocked.

### MIKE TYSON HEAVYWEIGHT BOXING

**Secret Codes**  
 At the title screen—when the words "PRESS START BUTTON" appear—quickly enter any of the following codes. When you press the last button in any code, hold it down until a confirmation message appears on the screen.  
 Unlock all modes and boxers—X, B, Left Trigger, Right Trigger  
 Big head mode—X, B, Up, Down  
 Small head mode—X, B, Down, Up  
 Two-dimensional mode—Down, Up, B, X

### MORTAL KOMBAT: SHAOLIN MONKS

**Cheat Codes**  
 Enter any of the following codes at the main menu (where it says "Single Player," "Ko-op" etc.):  
 Unlock Scorpion in all game modes—Hold White and press X, Up, Left Trigger, Right Trigger, Left, Right, X  
 Unlock Sub-Zero in all game modes—Hold White and press X, Down, Up, Left Trigger, Left Trigger, Up, X  
 Unlock *Mortal Kombat II* at the Kontent menu—Hold White and press X, Up, Down, Right, Left, Black, X

### MTX MOTOTRAX

**Cheat Codes**  
 Choose "Options" at the main menu, then select "Cheats" and enter the following code:  
 8 6 6 5 7 4 5 7—Unlock Maggot rider, Slipknot 250cc bike and all movies

### MVP 06 NCAA BASEBALL

**Unlock Challenge Items in Dynasty Mode**  
 Choose "Team Management" from the Dynasty Home menu, then select "Create/Edit Player." Create a player using the case-sensitive first and last names below and add him to your team to unlock the corresponding Challenge Items:  
 PETER TRENOUTH—Unlock all One-Star Sponsor items and first Alumni Facility  
 TREY SMITH—Unlock all One- and Two-Star Sponsor items, unlock first and second Alumni Facilities  
 CHRIS CHUNG—Unlock all One-, Two- and Three-Star Sponsor items, unlock first, second and third Alumni Facilities  
 FEDERICO RAHAL—Unlock all One-, Two-, Three- and Four-Star Sponsor items, unlock all Alumni Facilities  
 DEE JAY RANDALL—Unlock all Sponsor items and all Alumni Facilities  
**Special Players**  
 Choose "Creation Zone" from the main menu, then select the "Create-A-Player" option. Next, enter any of the following names in their respective First Name and Last Name fields. You will then need to draft the created players to your team from the "Trade Players" option in the "Manage Rosters" menu in order to play them; look for the created player in the "Extra" section.  
 JULIAN KWAN—Small player with easily broken bat

NEALE GENEUREUX—Large player with easily broken bat  
 CHRIS DEAS—Large player with large bat, hits the ball extremely hard  
 SIMON UNGER—Player with large bat, hits the ball extremely hard  
 ALAN BLOUIN—Small player with large bat, hits the ball extremely hard  
 TRACEY GARBUTI—Small player with large bat, hits the ball extremely hard  
 TIM REGEL—Player with large bat, hits the ball extremely hard  
 ALAN HUGHES—Player with large bat, hits the ball extremely hard  
 MELISSA SHIM—Player with large bat

### NARC

**Cheat Codes**  
 Enter any of the following codes at any time during gameplay. Entering the same code a second time will disable its effects.  
 Invincibility—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, A  
 All drugs—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left Thumbstick  
 All guns—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Thumbstick  
 Show stashes—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Left  
 Unlimited ammo—Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Down

### NEED FOR SPEED UNDERGROUND

**Cheat Codes**  
 Enter any of the following codes at the main menu; you won't hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work.  
 Unlock all Circuit tracks in Quick Race mode—Down, Right Trigger, Right Trigger, Right Trigger, Black, Black, Black, X  
 Unlock all Sprint tracks in Quick Race mode—Up, Black, Black, Black, Right Trigger, Down, Down, Down  
 Unlock all Drag tracks in Quick Race mode—Right, X, Left, Right Trigger, X, Left Trigger, White, Black  
 Unlock all Drift tracks in Quick Race mode—Left, Left, Left, Left, Right, Black, Right Trigger, White

### NEED FOR SPEED: UNDERGROUND 2

**Cheat Codes**  
 Enter the following codes when the words "Please press START to begin" appear at the title screen. You will hear a beep each time you enter a code correctly.  
 \$1,000 in Career mode, unlock Mazda RX-8 and Nissan Skyline in Quick Race mode—Left, Left, Right, X, X, Right, Left Trigger, Right Trigger  
 \$200 in Career mode—Up, Up, Left, Right Trigger, Right Trigger, Right Trigger, Down  
 Unlock Pro Package performance parts—Right Trigger, Right Trigger, Left Trigger, Right Trigger, Left, Right, Up, Down  
 Unlock Hummer H2—Up, Left, Up, Up, Down, Left, Down, Left  
 Unlock various body parts/graphics—Right Trigger, Right Trigger, Up, Down, Left Trigger, Left Trigger, Up, Down  
 Unlock more body parts/graphics—Left Trigger, Right Trigger, Up, Down, Left Trigger, Up, Up, Down  
 Unlock Best Buy vinyl—Up, Down, Up, Down, Down, Up, Right, Left  
 Unlock Burger King vinyl—Up, Up, Up, Up, Down, Up, Up, Left

### NINJA GAIDEN

**Blue Ninja Costume**  
 Hold Left Trigger + Right Trigger when selecting "New Game" from the main menu; this will allow Ryu to keep the blue ninja costume throughout the entire game.  
**New Costume**  
 After you beat the game, hold down Left Trigger when selecting "New Game" from the main menu to use a new costume.  
**Successive Play**  
 After you beat the game and save your progress, loading that saved game will start a new game in Successive Play mode, which allows you to keep the Golden Scarabs that you have collected the first time through and use them in the new game beginning from Chapter 1.  
**Hidden Weapon**  
 After you beat the game, the Dark Dragon Blade secret weapon can be found in the Hayabusa Ninja Village storehouse in Chapter 13 during the second time you play through.

### Unlock Classic Ninja Gaiden Games

To unlock the classic *Ninja Gaiden* game, collect 50 Golden Scarabs and trade them in at Muramasa's shop.  
 To unlock *Ninja Gaiden II: The Dark Sword of Chaos*, you must have the original *Ninja Gaiden* in your inventory. In Chapter 4 or later, shoot an arrow at the face of the Clock Tower from the platform above the door that leads to Pleasure Street and Han's Bar. A treasure chest containing *Ninja Gaiden II* will appear on the roof of the building that houses the Clock Tower.  
 To unlock *Ninja Gaiden III: The Ancient Ship of Doom*, you must have *Ninja Gaiden II* in your inventory. At the Peristyle Passage in the Aqueduct, the *Ninja Gaiden III* disc can be found on top of the pillar that previously held a Golden Scarab.  
 To play the classic *Ninja Gaiden* games after collecting any of the discs, access the arcade machine on the first floor of Han's Bar in Tairon with the appropriate *Ninja Gaiden* game disc in your inventory. When you finish the game with any of the *Ninja Gaiden* discs in your inventory, a "Classic *Ninja Gaiden II*" option will also be added to the main menu, allowing you to play the classic game(s) you've unlocked at any time.  
**Classic *Ninja Gaiden* Passwords**  
 L X A Y A X—*Ninja Gaiden* Act 1  
 A X X R Y A—*Ninja Gaiden* Act 2  
 X Y B R L X—*Ninja Gaiden* Act 3  
 B R A B Y Y—*Ninja Gaiden* Act 4  
 X A Y X L L—*Ninja Gaiden* Act 5  
 R Y R L A X—*Ninja Gaiden* Act 6  
 A A B X Y R—*Ninja Gaiden II* Act 1  
 X L R B B A—*Ninja Gaiden II* Act 2  
 L Y B A R R—*Ninja Gaiden II* Act 3  
 A L X Y B B—*Ninja Gaiden II* Act 4  
 R A A B X L—*Ninja Gaiden II* Act 5  
 Y L R A Y R—*Ninja Gaiden II* Act 6  
 B B X Y A L—*Ninja Gaiden II* Act 7  
 B Y R L X A—*Ninja Gaiden III* Act 1  
 A R R Y A L—*Ninja Gaiden III* Act 2  
 L B R Y L Y—*Ninja Gaiden III* Act 3  
 R R B A Y X—*Ninja Gaiden III* Act 4  
 Y A B X R X—*Ninja Gaiden III* Act 5  
 B X X A Y X—*Ninja Gaiden III* Act 6  
 X R X Y Y L—*Ninja Gaiden III* Act 7

### ODDWORLD: STRANGER'S WRATH

**Cheat Codes**  
 At any time during the game, plug a second controller into Port 2 on the Xbox, then remove it. Now press X, X, Y, Y, B, B, A, A on Controller 1; you'll hear a guitar sound to confirm that the cheat mode is active. Now you can enter the following codes at any time:  
 Invincibility—X, Y, A, B, X, Y  
 \$1,000 Moolah—Left Thumbstick, Left Thumbstick, Right Thumbstick, Right Thumbstick, Left Thumbstick, Left Thumbstick, Right Thumbstick, Right Thumbstick  
**Level Select**  
 When starting a new game, enter "@@&&" as your name. The "Select Level" menu will immediately appear.

### OPERATION FLASHPOINT: ELITE

**Cheat Menu**  
 At the main menu, select "Identity" and enter a profile with the name "XaX 1985". With this profile name in place, you can call up a cheat menu at any time during the game by pressing Left Trigger + White. Press Right or Left on the D-pad to activate each cheat or to turn certain settings on or off.

### OUTLAW GOLF 2

**Unlock Everything**  
 Select "Create" from the main menu to start a new profile, then enter: "I Have No Time" to unlock all clubs, courses, characters and movies. Be sure to hold the Left Trigger to enter the capital letters as needed.  
**Big Head**  
 At any time during gameplay, hold Left Trigger and press B, A, B, Y, Back.

### OUTLAW TENNIS

**Unlock Everything**  
 When creating a player profile, enter "Cut To The Chase" as your case-sensitive profile name. Move the cursor to the "Done" button, hold Left Trigger + Right Trigger and select "Done." Continue holding Left Trigger + Right Trigger while saving your game; when you reach the "Select Mode" menu, everything will be unlocked.

### OUTLAW VOLLEYBALL

**Unlock All Characters**  
 Select "Exhibition" from the main menu. When the character-select screen appears, hold Left Trigger and press Left, White, Right, White to unlock all of the characters.

**Change Character Proportions**

Enter either of the following codes at any time during gameplay:

Increase Upper Body—Hold **Left Trigger** and press **B, Up, Up, B, Y**  
Big Head Mode—Hold **Left Trigger** and press **B, A, B, Y**

**OUTRUN 2****Cheat Codes**

At the main menu, select "OutRun Challenge," then press the **X** button to enter the Gallery. Now choose the "Enter Code" option and enter the following cheats:

**DREAMING**—Unlock all cars  
**RADIO SEG A**—Unlock all music  
**DES REVER**—Unlock reversed tracks  
**TIME LES**—Unlock bonus tracks  
**THE JOURNEY**—Unlock all Mission tracks

**OUTRUN 2006: COAST 2 COAST****Cheat Passwords**

Press **Black** at the main menu to access the License Select screen, then select "Edit License," and enter one of the following case-sensitive passwords as the name on the license. Press "Done" on the red keyboard, then cancel the name change by pressing **B** to exit. Your license should immediately reflect the changes once you exit to the License Select screen.

**ENTIRETY**—All Showroom items unlocked and 100% completion  
**MILES AND MILES**—Obtain 1,000,000 Out-run miles

**OVER THE HEDGE****Cheat Codes**

At any time during gameplay, press **START** to pause the game, then hold **Left Trigger + Right Trigger** and enter any of the following codes at the pause menu:

Unlock all moves—**Y, B, Y, X, X, B**  
Unlock all levels—**Y, B, Y, B, B, X**  
Unlock all minigames—**Y, B, Y, Y, X, X**  
Extra damage—**Y, B, Y, B, Y, X**  
Earn more HP from food pick-ups—**Y, B, Y, B, X, Y**

Always power golf—**Y, B, Y, B, X, B**  
Unlock bonus comic 1—**Y, B, X, X, B, Y**  
Unlock bonus comic 2—**Y, X, B, X, B**

**PARIAH****Cheat Codes**

Choose "Settings" from the main menu, then select "Cheat Codes" and enter any of the following codes. A message will appear each time you enter a code correctly.

God mode—**Up, Left Trigger, X, Left Trigger**  
All ammo—**Down, Up, Down, Y**  
Unlock all single player levels—**Y, Down, Right Trigger, Down**  
Show location statistics—**X, Right, Left Trigger, Left**  
Unlock GS ShaMaN custom map—**Left, Left Trigger, X, Left**  
Unlock EB Cityhunt custom map—**White, Y, X, Black**

**PETER JACKSON'S KING KONG THE OFFICIAL GAME OF THE MOVIE****Cheat Codes**

At the main menu (the one that says "Play," "Options" and "Extras"), hold **Left Trigger + Right Trigger**, press **Down, X, Up, Y, Down, Down, Up, Up**, then release **Left Trigger + Right Trigger**. A new "Cheat" option will appear at the main menu and also at the pause menu. Select this option, then enter any of the following cheat codes. Be sure to include the space characters and capital/lowercase letters exactly as they appear. Note: the "0" character in the "Unlock all chapters" code is a number zero. You'll hear a whooshing sound each time you enter a code correctly; if a code is incorrect, you'll hear a click.

8wonder—Invincibility (Jack only)  
GrosBras—One-shot kills  
KK 999 mun—Unlimited ammo  
lance 1nf—Unlimited spears  
KKst0ry—Unlock all chapters  
KKmuseum—Unlock all video options and "Extras" menu items  
KKtigan—Equip pistol  
KKcapone—Equip machine gun  
KKsn1per—Equip sniper rifle

**PIRATES OF THE CARIBBEAN****Cheat Codes**

Enter the following codes at any time during gameplay:  
God Mode ON—**A, Y, X, X, Y, Y, B, Y, X, A**  
100,000 Gold—**A, X, Y, B, Y, B, X, B, B, A**  
50 Skill Points—**A, B, Y, X, Y, B, B, Y, B, A**  
Reputation Set to Neutral—**A, X, Y, X, Y, B, B, Y, B, A**

**PRISONER OF WAR****Secret Passwords**

Enter any of the following codes at the "Passwords" screen:  
**FARLEYMYDOG**—Unlock everything in the Secrets menu  
**GERLENG5**—Unlock all chapters  
**ALLTIMES**—Be informed of all events in the day

**PROJECT GOTHAM RACING****Cheat Code**

At the "load or create new" screen, select "create new driver." Next, select "driver name" and enter your name as "Nosliw." Note that only the first letter is capitalized. Now all of the cars, body paint styles, courses and stages are unlocked.

**PSYCHONAUTS****Cheat Codes**

At any time during the game, hold **Left Trigger + Right Trigger** and quickly enter any of the following codes. If you're fast enough, you'll hear Ford Cruller say, "You cheated!" to confirm each code.

Invincibility—**B, White, B, B, Y, Black**  
Unlimited lives—**Left Thumbstick, White, White, B, A, Right Thumbstick**  
Infinite ammo—**Right Thumbstick, A, Left Thumbstick, Left Thumbstick, Y, B** (Note: The effects of this code won't be apparent until after you earn the PSI-Blast Merit Badge)  
All Camp Store items except Psi-ball Colorizer and Dream Fluffs—**Right Thumbstick, B, White, White, Left Thumbstick, Y**  
All PSI-Power Merit Badges—**B, B, Y, White, Left Thumbstick, Y**  
Lots of Arrowheads—**A, Right Thumbstick, Right Thumbstick, White, Y, X**  
Max. PSI-Rank and all PSI-powers earned by ranking up—**Left Thumbstick, Right Thumbstick, Left Thumbstick, White, B, White** (Note: You still need to get Merit Badges in order to use the powers)

**THE PUNISHER****Cheat Code**

At the "Profiles" screen, enter "V PIRATE" as your profile name. When you begin a game with this profile, you'll find that all weapons, War Journal entries, Extras and stages have been unlocked.

**QUANTUM REDSHIFT****Secret Cheats**

At the "Select Profile" screen, choose "Create New Profile," then enter "CHEAT" as your profile name. New menu items called "Easter Eggs" and "Cheats" will appear within the "Options" menu. Now you can enter the following codes at the "Enter Cheat Code" screen from within the Cheat menu. Note that each code is case-sensitive.  
**Fishface**—Infinite Turbo  
**Think Bat**—Infinite Shield  
**RICE it up**—Fully upgrade all characters  
**Nemato d**—Unlock all characters  
**headSLAP**—Unlock all circuits  
**zooMZOM**—Unlock all speeds  
**CHOCchoc**—Unlock all easter eggs

**RALLISPORT CHALLENGE****Secret Codes**

At the main menu, select "Start Game," then select "Create new profile." Next, enter any of the following codes as your profile name. You won't receive any special confirmation, but you will see the corresponding items unlocked as you progress through the menus.  
**Whelto whee l**—Unlock Expert level events and cars  
**The Good stuff**—Unlock Classic level events and cars  
**Geronimo**—Unlock Unlimited level cars and downhill events  
**The Long haul**—Unlock Unlimited level cars and endurance events

**Extra Cars**

Choose "Options" from the game menu, then select "Credits" and enter any of the following codes while the credits are rolling:  
Unlock Citizen Xsara—**Left, Left, A, Right, Right**  
Unlock Ford RS200—**Right, Left, A, Down, Down**  
Unlock Nissan Micra—**Left, Up, Left, A, Left**  
Unlock Renault 5—**Down, Right, A, A, Right**  
Unlock Saab Viggen—**Up, Down, Down, Right, A**

**RALLISPORT CHALLENGE 2****Cheat Codes**

Select "Options" from the main menu, then choose "Credits" and enter the following codes while the credits are rolling. You'll hear a sound effect to confirm each time you enter a code correctly.

Down, Left, Down, Right, Up, Up  
Left, Left, Down, Down, Right, Right  
Down, Down, Left, Left, Up, Down  
Right, Down, Right, Down, Left, Up  
Left, Left, Right, Right, Down, Left  
Right, Up, Up, Up, Down, Left  
Left, Left, Left, Up, Up, Right  
Right, Up, Left, Up, Down, Right  
Down, Up, Down, Left, Left, Down  
Up, Up, Down, Down, Left, Right

Each of these codes unlocks certain vehicles and/or tracks for use in Time Attack, Single Race, Multiplayer or Xbox Live mode. If you enter all of the codes, you'll unlock everything in the game. Note that the unlocked items will not be accounted for in your "Unlocks" list at the Options menu. Also note that all of the items you unlock this way will be locked again if you enter Career mode from the main menu.

**RED FACTION II****Unlock Everything**

Choose "Extras" from the main menu and access the "Cheats" option. Press **White, White, X, X, Y, Black, Y, Black** to unlock everything. After entering this code, you will then have the option of turning each specific cheat on or off.

**RETURN TO CASTLE WOLFENSTEIN****TIDES OF WAR****Cheat Codes**

Enter either of the following cheat codes at any time during the game. Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm.  
God mode—Hold **Back** and press **A, X, Y, B**  
All weapons and ammo—Hold **Back** and press **A, B, Y, X**

**ROBOTECH: BATTLECRY****Secret Passwords**

At the main menu, select "New Game." At the next menu, hold **Left Trigger + Right Trigger** and press **Left, Up, Down, A, Right, B, START**. A special password entry screen will appear where you can enter any of the following codes:  
**WILLWIN**—Unlock all missions  
**MULTIMAYHEM**—Unlock all multiplayer missions  
**SUPERMECH**—Invincibility  
**MISMACROSS**—Unlock all Veritech designs  
**WHERESEMAX**—Unlock all Veritechs and awards  
**BACKSTABBER**—One-shot kills  
**SNIPER**—One-shot Sniper kills  
**SPACEFOLD**—Faster gunpod ammo refresh  
**MARSBASE**—Faster missile refresh  
**MIRIYA**—Faster weapon refresh

**ROBOTECH: INVASION****Cheat Codes**

At the main menu, select "Options" then select "Extras." Now enter any of the following codes to unlock the desired cheat.  
**supercyc**—Invincibility  
**trghp**—Unlimited ammo  
**dustayres**—1 hit kills  
**reclamation**—Access to all levels  
**ylwfill**—Unlock Lancer's multiplayer skin  
**lntctm d**—Unlock Scott Bernard's multiplayer skin  
**kidgloves**—Unlock Rand's multiplayer skin  
**blueangel**—Unlock Rook's multiplayer skin

**ROCKY****Secret Codes**

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.  
Unlock all boxers and arenas—Hold **Right Trigger** and press **Up, Down, Down, Left, Left, Left Trigger**  
Boxers punch harder—Hold **Right Trigger** and press **Right, Down, Left, Up, Left, Left Trigger**  
Boxers move faster—Hold **Right Trigger** and press **Down, Left, Down, Up, Right, Right Trigger**

**ROGUE TROOPER****Cheat Codes**

Choose "Extras" from the main menu and enter any of the following codes at the "Extras" screen. A confirmation message will appear each time you enter a code correctly, and you will then be able to toggle the cheats on or off by accessing the "Cheats" option from the Single Player menu.  
Infinite health—**Left, Right, Up, Down, Left Analog Stick, X**  
Infinite supplies—**Black, Right Trigger, Left Trigger, White, Right Analog Stick, Left Trigger**  
Low gravity ragdoll—**X, X, Y, Y, Up, Down**  
Extreme ragdoll—**Up, Up, Black, Black, Up**  
Hippy blood—**White, Right, Y, Down, Right Trigger, White**

**SCALER****Cheat Codes**

At any time during gameplay, press **START** to pause, then select "Options" from the Pause menu. Select "Audio," then enter any of the following codes at the Audio menu. Note: The codes must be entered quickly or they won't register. You'll get a confirmation message each time you enter a code correctly.  
Replenish health—**Right Trigger, Left Trigger, Right Trigger, Left Trigger, Y, Y, X, X, Right Trigger, X**  
200,000 Klokkees—**Left Trigger, Left Trigger, Right Trigger, Right Trigger, Y, X, Y**  
Infinite Electric Bombs—**Right Trigger, Right Trigger, Left Trigger, Y, Y, X**

**SCOOBY-DOO! NIGHT OF 100 FRIGHTS****Cheat Codes**

At any time during the game, press the **START** button to pause, then enter any of the following codes. The codes must be entered quickly or they may not work.  
All Power-ups—Hold **Left Trigger + Right Trigger** and press **B, X, B, X, X, X, B, B, X, B, B**  
Unlock Cinematics in Credits—Hold **Left Trigger + Right Trigger** and press **X, B, X, B, X**  
Unlock All Warp Gates—Hold **Left Trigger + Right Trigger** and press **X, B, X, B, X, B, B**  
Unlock Monster Gallery Movies—Hold **Left Trigger + Right Trigger** and press **X, X, B, B, B, X, B, X**

**SECRET WEAPONS OVER NORMANDY****Cheat List**

Enter the following codes at the main menu, where the words "New Game" and "Continue" appear.  
Invincibility—**Up, Down, Left, Right, Left, Right, Right, Left, Right Trigger, Right Trigger, Right Trigger, Right Trigger, White, Black**  
Unlimited ammunition—**Up, Right, Down, Left, Up, Right, Down, Left, Left Trigger, Right Trigger**  
Big head—**Right, Up, Left, Down, Right, Up, Left, Down, Right, Left Trigger, Right Trigger, Left Trigger, Right Trigger**  
Unlock all Instant Action environments—**Left, Right, Up, Down, Left, Right, Left Trigger, Right Trigger, Left Trigger, Right Trigger**  
Unlock all missions, planes, Instant Action environments and Gallery movies—**Y, Y, Y, X, X, X, Left Trigger, Right Trigger, Black, Black, White, White** (Note: You must select "Continue" after entering this code or the effects will be canceled)

**SERIOUS SAM****Cheat Mode**

At the main menu, push the **Left Thumbstick** and hold it in while pressing **Black, White, Y**. A new menu item, "Cheats," will immediately appear.

**SERIOUS SAM II****Unlock Cheats**

At the main menu, hold **Right Trigger** and press **Black, White, Black, White, Black, White**; a new "Cheats" option will appear at the bottom of the screen. Press the **X** button to call up the list of cheats and turn various options on and off. You can also access the cheat menu during a game by pausing the game and pressing the **X** button after the code has been entered.

**SHADOW OPS: RED MERCURY****Cheat Codes**

Choose "Options" from the main menu, then select "Cheats" and enter the following codes:  
**PACMULE**—Infinite ammo  
**HAPPYCAMPER**—Unlock all single-player maps  
**WANDERLUST**—Unlock all co-op play maps  
**FILMCRTIC**—Unlock all cinematics

**SHARK TALE****Cheat Codes**

During any of the levels where you can obtain pearls, press the **BACK** button to bring up the controller screen, then enter any of the following codes. A confirmation message will appear when you release **Left Trigger** after entering a code. You can disable a cheat by entering the same code a second time.  
Replace Pearls with Coins—Hold **Left Trigger** and press **X, A, X, X, X, A, X, X**  
Some creatures will fly off the screen when touched—Hold **Left Trigger** and press **X, X, X, X, A, X, X, X, X**

**SHREK 2****Cheat Codes**

At any time during gameplay, press **START** to pause and select the "Scrapbook" option from the Pause menu. Enter any of the following



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**Item Screen Cheats**

Enter the following codes at the Items screen: Increase number of available items—Hold **Left Trigger + Right Trigger** and press **Up, Left, Down, Right, X, X, X**

Unlock all hidden items—Hold **Left Trigger + Right Trigger** and press **Up, Down, Up, Down, X, X, Left, Right, Left, Right, X, X, X**

Remove item carry limit—Hold **Left Trigger + Right Trigger + White** and press **Up, Up, Down, Down, Left, Right, Left, Right** then release **ONLY** the **White** button and press **X, X, X**

**Bonus Mission**

At the title screen—while the words "Press Start Button" are flashing—press **White, Up, Black, Down, Left Trigger, Right, Right Trigger, Left, Right** and you'll hear a sound to confirm. Now press **START** and you'll find a new option at the main menu called "Through the Portal," a bonus mission for Rikimaru.

**Alternate Dialogue**

At the title screen—while the words "Press Start Button" are flashing—hold **Left Trigger + Right Trigger** and press **Down, X, X, Up, X, Left, X, X, Right, X, X**; you'll hear a sound to confirm. Now choose "Sound" from the Options menu; you'll find a new Language setting called "B-Side" that changes the character dialogue in Story mode.

**TIGER WOODS PGA TOUR 2005****Cheat Codes**

Choose "EA Sports Options & Extras" from the main menu, then select "Password" from the Options menu and enter any of the following case-sensitive codes:

**T H E G I A N T O Y S T E R**—Unlock standard courses and all golfers except Justin Timberlake

**T H E T E N N E S S E E K I D**—Unlock Justin Timberlake

**9 1 t r e s t r**—Unlock all Adidas sponsorship items for purchase

**c g t r 7 8 q w**—Unlock all Callaway Golf sponsorship items for purchase

**C L 4 5 e t U B**—Unlock all Cleveland Golf sponsorship items for purchase

**I s f k a j f d**—Unlock all Cobra sponsorship items for purchase

**F D G H 5 9 7 i**—Unlock all Maxfli sponsorship items for purchase

**Y J H k 3 4 2 B**—Unlock all Never Compromise sponsorship items for purchase

**U i t 4 5 T W 6**—Unlock all Nike and some Nike TW sponsorship items for purchase

**k j n M R 3 q v**—Unlock all Odyssey Golf sponsorship items for purchase

**R 4 5 3 D T e**—Unlock all PING sponsorship items for purchase

**c d s a 2 f g Y**—Unlock all TAG Heuer sponsorship items for purchase

**TOM CLANCY'S GHOST RECON 2****Cheat Codes**

At any time during a single-player campaign, press **START** and select "In-Game Options" from the Start Menu. Now select "Enter Cheats" and enter any of the following codes:

**B, B, X, A**—Superman active (invincibility)

**B, B, X, B**—Team Superman active (team invincibility)

**B, B, X, Y**—Auto Win activated (complete current mission)

**B, B, X, X**—Replenish ammunition (can be entered multiple times)

**TOM CLANCY'S RAINBOW SIX 3****BLACK ARROW****Invincibility**

At any time during gameplay in any mode, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** to become invincible to all attacks.

**TOM CLANCY'S SPLINTER CELL****CHAOS THEORY****Unlock All Levels**

Start a new game and enter "COOPA22COOL" as your profile name. Now select "Load Game" and you'll find that all of the missions have been unlocked.

**TONY HAWK'S AMERICAN WASTELAND****Cheat Codes**

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:

**t h e c o n d o r**—Unlock Mat Hoffman

**TOTALED****Cheat Codes**

Enter any of the following codes during any in-game "Loading" screen. A special message will appear after entering each one correctly.

Unlock everything—**Up, Down, Left, Right, A**

Press **Y** to jump during gameplay—**Y, Left, Right, A**

Opponent cars don't drive—**Left, Left, A**

All opponents will try to hit you—**Down, Up, A**

Infinite Nitros—**Right, Left, A**

No Nitros—**Right, Left, Left, A**

**TOXIC GRIND****Cheat Codes**

At the main menu, hold **Left Trigger + Right Trigger** and enter any of the following codes. You'll hear a special sound effect after entering each code correctly.

Unlock all levels—**Down, Up, Left, Left, Up, Right, Right, Right, Left Thumbstick**

Unlock all characters—**Left, Up, Down, Right, Up, Down, Up, Right, Left Thumbstick**

Unlock all bikes—**Down, Up, Right, Right, Right, Right, Right, Right, Left Thumbstick**

Unlock all music—**Right, Right, Right, Right, Right, Right, Up, Down, Left Thumbstick**

Unlock all movies—**Right, Up, Down, Down, Up, Right, Down, Down, Left Thumbstick**

**TRANSWORLD SNOWBOARDING****Cheat Codes**

Enter any of the following codes at the "Cheats" screen within the Options menu:

**J O R M A**—Unlock all boards for each character

**E L O K U V A T**—Unlock all Reward videos

**P U K E A**—Unlock alternate outfits for each character

**TRUE CRIME: NEW YORK CITY****Cheat Codes**

At any time during gameplay, press **START** to pause and enter any of the following codes at the City Map screen. You will receive a confirmation message each time you enter a code correctly.

Infinite endurance—Hold **Left Trigger + Right Trigger** and press **B, X, A, X, A, B**

Infinite ammo—Hold **Left Trigger + Right Trigger** and press **B, X, A, X, X, Y**

Double damage—Hold **Left Trigger + Right Trigger** and press **A, A, X, BA, A, A**

Get \$1,000,000—Hold **Left Trigger + Right Trigger** and press **X, X, Y, X, Y, X**

Super cop (performing a Badge Warning will completely lower your Rogue status)—Hold **Left Trigger + Right Trigger** and press **Y, A, Y, A, Y, Y**

Ultra easy mode—Hold **Left Trigger + Right Trigger** and press **B, X, A, A, Y, B**

New outfit in Puma store—Hold **Left Trigger + Right Trigger** and press **Y, A, B, X**

Zombified (turn into a torso)—Hold **Left Trigger + Right Trigger** and press **B, Y, X, A, X, A**

Unlock all music tracks—Hold **Left Trigger + Right Trigger** and press **B, X, B, X**

Unlock all street fights—Hold **Left Trigger + Right Trigger** and press **X, B, B, X**

Unlock all street races—Hold **Left Trigger + Right Trigger** and press **Y, A, A, Y**

Red Gone Wild (Redman mini-game)—Hold **Left Trigger + Right Trigger** and press **Y, A, A, X, A, X**

**TY THE TASMANIAN TIGER****Secret Codes**

Enter any of the following codes at any time during gameplay. You'll hear a special guitar sound effect after entering a correct code.

All items are marked with vertical lines—**White, Black, White, Black, Y, Y, B, X, X, B, Right Trigger, Right Trigger**

Obtain Kaboomarang, Doomarang, Megarang, Zoomarang, Infrarang, Multirang and Chronorang—**White, Black, White, Black, Y, Y, Y, X, Y, X**

Obtain Frostyrang, Flamerang, Zappyrang and Aquarang—**White, Black, White, Black, Y, Y, X, X, Y, X**

**ULTIMATE SPIDER-MAN****Cheat Codes**

At any time during the game, press **START** to pause, select "Options" from the Game paused menu, then choose "Controller Setup." Enter any of the following codes at the controller setup screen; you'll hear a sound to confirm each time you enter a code correctly.

Unlock all characters—**Right, Down, Right, Down, Left, Up, Left, Right**

Unlock all covers—**Left, Left, Right, Left, Up, Left, Left, Down**

Unlock all concept art—**Down, Down, Down, Up, Down, Up, Left, Left**

Unlock all landmarks—**Up, Right, Down, Left, Down, Up, Right, Left**

**UNREAL CHAMPIONSHIP 2****THE LIANDRI CONFLICT****Cheat Menu**

At any time during gameplay, hold **Right Trigger + Left Trigger** and press the **White** button. A cheat menu will appear, allowing you to adjust various in-game settings.

**VAN HELSING****Bonus Movies**

Enter any of the following codes at any time during gameplay (not while paused); you'll hear a confirmation sound each time you enter a code correctly. The unlocked movies can be viewed by choosing "Gallery" from the main menu.

Unlock Bonus Movie 1—**Up, Down, Up, Down, Left, Left, Right, Right, Left Trigger, Left Thumbstick, Right Thumbstick, Right Trigger**

Unlock Bonus Movie 2—**Up, Right, Down, Left, Up, Left, Down, Right, Up, Right Trigger, Black, Right Thumbstick**

Unlock Bonus Movie 3—**Left Trigger, White, Black, Right Trigger, Black, White, Left Trigger, Up, Up, Down, Down, Back**

Unlock Bonus Movie 4—**Back, Left Thumbstick, Right Thumbstick, Back, Right Thumbstick, Left Thumbstick, Back, Left, Left, Up, Right, Right**

Unlock Bonus Movie 5—**White, Black, Left Trigger, Right Trigger, Back, Back, Left Trigger, Left Trigger, Black, Black, Left Thumbstick, Right Thumbstick**

Unlock Bonus Movie 6—**Black, Right Trigger, Black, Right Trigger, Left Trigger, White, Left Trigger, White, Left, Right, Back, Back**

Unlock Bonus Movie 7—**Left Thumbstick, Left, Right Thumbstick, Right, White, Up, Black, Down, Left Trigger, Left, Right Trigger, Right**

**THE WARRIORS****Cheat Codes**

Enter the following codes at any time during gameplay (not while paused). You'll see a message and hear a sound to confirm each time you enter a code correctly.

Earn \$200, three Flash and nine Spray Paint—**Black, Left Thumbstick, Right Trigger, A, Down, Right Trigger**

Infinite Rage—**X, B, Y, BACK, A, Left** (Note: This code will not work until you have learned the Rage Mode ability)

Temporary invincibility—**Down, X, Left, A, Right Trigger, BACK**

Unlimited stamina (sprint ability)—**Up, Y, White, BACK, A, Left Trigger, Right**

Complete current level—**Down, X, A, BACK, Black, Left**

Complete the game 100%—**Right Trigger, BACK, X, Down, Left Trigger, Right**

Reset "Wanted" level—**Up, BACK, A, Y, Y, B**

Earn knife weapon—**Down, Down, BACK, Up, Up, White**

Earn bat weapon—**X, Left Thumbstick, Down, Down, Right Trigger, Right Trigger**

Earn unbreakable bat weapon—**White, White, B, Up, B, BACK**

Earn pipe weapon—**Left Thumbstick, B, BACK, Up, Right Trigger, Right**

Earn machete weapon—**Right Trigger, A, Black, Black, BACK, Left Thumbstick**

**WHACKED!****Secret Cheats**

At the main menu, select "Gameshow Mode." Next, create a new profile using any of the following names to unlock the corresponding items:

**A R O U N D D A W O R L D**—Unlock all arenas, weapons, and Theater items

**F O D F I G H T**—Unlock all characters and Theater items

**WITHOUT WARNING****Level Select/Level Skip**

At the main menu, press **X, Y, B, Left Trigger, Left, Up, Right, Right Trigger**. You'll hear a sound to confirm the code. Now start a game; you will find "Level Select" and "Level Skip" options at the pause menu.

**WORLD RACING****Unlock Everything**

Start a new game in Career mode, choose the "Name" option at the Create Profile menu and enter "ALLUCANGET" as your name. You'll start at status level 10 with all of the cars, missions and championships unlocked.

**Free Camera Mode**

At any time during the game, press and hold **Left Trigger + Right Trigger + White + Black** simultaneously to activate a free-roaming camera option. While in Free Camera mode, the following controls can be used:

Rotate camera around center point—**Right Thumbstick**

Zoom in/out—**D-pad Down + Right Thumbstick Up or Down**

Move camera vertically/horizontally—**D-pad Left + Right Thumbstick Up/Down/Left/Right**

Move camera around itself—**D-pad Up + Right Thumbstick Up/Down/Left/Right**

Drop car at camera point—**White**

Return to game—**A or START**

**WWE WRESTLEMANIA XXI****Cheat Code**

At the main menu, enter the following code to unlock all items in the WWE Shop: Press **Left Trigger + Right Trigger** simultaneously, then press **White + Black** simultaneously, then hold **A + B + X + Y** and press **START**. Note that after you play a match, the shop will return to its former state and you'll have to enter the code again.

**X-MEN LEGENDS II: RISE OF APOCALYPSE****Cheat Codes**

Enter each of the following codes at the menu screen indicated. For each code, you should hear a scraping sound when you enter the second-to-last button in the code, and you should hear a beep when you press **START** to complete the code. If you don't hear the scraping sound or the beep, exit and return to the menu where the code is entered, then enter the code before you have pressed any other buttons at that particular menu.

Unlock all Skills—Press **Left, Right, Left, Right, Down, Up, START** at the Team Management screen

Max. Stats + 97 Skill Points—Press **Up, Down, Up, Down, Left, Up, Left, Right, START** at the Team Management screen

Unlimited Xtreme Meter—Press **Left, Down, Right, Down, Up, Up, Down, Up, START** at the Team Management screen (can also be entered during gameplay)

Earn 100,000 Tech Bits—Press **Up, Up, Up, Down, Right, Right, START** at the Equipment menu

Super speed—Press **Up, Up, Up, Down, Up, Down, START** at the Pause menu (can also be entered during gameplay)

Unlock all characters—Press **Right, Left, Left, Right, Up, Up, START** at the Team Management screen

Unlock all Skins—Press **Down, Up, Left, Right, Up, Up, START** at the Team Management screen

Unlock all Comics—Press **Right, Left, Left, Right, Up, Up, Right, START** at the Review menu

Unlock all Concepts—Press **Left, Right, Left, Right, Up, Up, Down, START** at the Review menu

Unlock all Cinematics—Press **Left, Right, Right, Left, Down, Down, Left, START** at the Review menu

Unlock all Screens—Press **Right, Left, Right, Left, Up, Up, Down, START** at the Review menu

Unlock all Danger Room modes—Press **Right, Left, Right, Left, Up, Down, Up, Down, START** at the main menu

**X-MEN: NEXT DIMENSION****Unlock Characters & Costumes**

At the main menu, hold the **Left Trigger** and press **Right, Right, Left, Left, Down, Up, B**. A special message will appear telling you that you have unlocked 10 characters and three new costume sets for 25 characters.

**X-MEN: THE OFFICIAL GAME****Cheat Codes**

Choose "Cerebro Files" from the main menu and enter any of the following codes at the "Cerebro Files" screen:

Unlock Iceman's Danger Room Challenge—**Right, Right, Left, Left, Down, Up, Down, Up, START**

Unlock Wolverine's Danger Room Challenge—**Down, Down, Up, Up, Right, Left, Right, Left, START**

Unlock Nightcrawler's Danger Room Challenge—**Up, Up, Down, Down, Left, Right, Left, Right, START**

**X2: WOLVERINE'S REVENGE****Cheat Codes**

Enter the following codes at the main menu: Unlock "Cheats" option at the Paused menu—**X, X, Left Trigger, Left Trigger, Left Trigger, Left Trigger, X, Left Trigger**

Level Select/Unlock Challenges—**X, Left Trigger, X, Left Trigger, X, Left Trigger, Left Trigger, Right Trigger**

Unlock all costumes—**X, Left Trigger, X, Left Trigger, X, Left Trigger, Right Trigger**

Unlock all Cerebro files and movies—**X, Left Trigger, X, Left Trigger, X, X, Right Trigger, Left Trigger**

**YU-GI-OH!: THE DAWN OF DESTINY****Rare Cards**

At the main menu, select "New Game" and enter one of the following codes to obtain the rare monster card listed in each deck. After you have entered the code, select "Build Deck" to locate the rare card within your deck.

**K O N A M**—Cosmo Queen

**H E A R T O F C A R D S**—Tri-Horned Dragon

**X B O X**—Zera the Mant



# Xbox 360 tips

## AMPED 3

### Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following codes:

Unlock all mountains—X, Y, Up, Left, LB, LB, RT, X, Y, LT

Unlock all sleds—RT, X, LT, Down, Right, LB, LT, RT, Y, X

Unlock all tricks—LB, RT, Y, Up, Down, X, LT, Left, RB, RT

Unlock all challenges—Right, LB, LT, X, Left, RB, RT, Y, LT, X

Unlock all zones on available mountains—Down, X, Right, LB, Right, RB, X, RT, LT, Y

Unlock all build objects—LT, RT, Up, Up, RB, Left, Right, X, Y, LB

Unlock all music—Up, Left, RT, RB, RT, Up, Down, Left, Y, LT

Unlock all clothing, gear, costumes and awesomeness—Y, Down, Up, Left, Right, LB, Right, RT, RT, RB

Unlock all awesomeness ranks—RB, RB, Down, Left, Up, RT, X, RB, X, X

Awesomeness always on—Up, RT, X, Y, LB, X, Down, LB, RT, RB

Low gravity—RT, Down, Down, Up, X, LB, Y, RT, Y, Down

No computer-controlled boarders/skiers—X, X, LB, Down, Right, Right, Up, Y, Y, LT

Super spins—X, X, X, X, Y, Y, X, X

## BATTLEFIELD 2: MODERN COMBAT

### Earn All Weapons

At any time during gameplay, hold LB + RB and press Right, Right, Down, Up, Left, Left.

## BLAZING ANGELS

### SQUADRONS OF WWII

#### Main Menu Cheat

At the main menu, hold LT + RT and press X, LB, RB, Y, Y, RB, LB, X to unlock all Campaign missions, all Stand-alone Mode stages and planes, all Medals and all planes in the Hangar.

#### Pause Menu Cheats

At any time during gameplay, pause the game and enter any of the following codes:

God mode—Hold LT and press X, Y, Y, X, release LT, then hold RT and press Y, X, X, Y

Increase damage—Hold LT and press LB, LB, RB, release LT, then hold RT and press RB, RB, LB

## CALL OF DUTY 2

### Unlock All Levels

Choose "Mission Select" from the main menu. At the "Select Next Mission" screen, hold LB + RB and press Left, Left, Right, Right, Y, Y. You'll hear a sound to confirm that you have entered the code correctly and all of the levels will be unlocked.

## FIGHT NIGHT: ROUND 3

### Unlock All Venues in Free Play Mode

Select "Create Champ" at the main menu; then, under the "First Name" tab in the "Creat Champ Info" section, enter NEWVIEW as your character's first name.

## FULL AUTO

Unlock All Vehicles, Tracks and Weapons From the Xbox 360 Dashboard, create a new Gamertag named "magicman". Start up Full Auto while signed in to

this Gamertag and all tracks, vehicles and weapons will be unlocked all game modes.

## MAJOR LEAGUE BASEBALL 2K6

### Cheat Passwords

Choose "My 2k6" from the main menu, then select "Enter Cheat Code" and enter any of the following case-sensitive passwords:

Last Chance—Fielders can scale any wall

Crazy Hops—Balls spring off the ground higher than normal

Gotcha—Enhanced throwing power for fielders

Unhittable—Pitches curve and break in a dramatic fashion

Lookin Good—Unlock all classic jerseys

Home Sweet Home—Unlock all classic stadiums

Ghosts of Greatness—Unlock all classic teams

Dream Team—Unlock Topps 2K Sports team

Game On—Unlock all extras

Black Sox—Unlock all cheats

Derek Jeter—Unlock everything

## NBA 2K6

### Cheat Passwords

Enter the following codes by accessing the "Codes" option from the Features menu:

ballers—Unlock Celebrity Street Option

nba2k6—Unlock 2K6 Team

2ksports—Unlock 2K Sports team

vteam—Unlock VC team

31andonly—Unlock 2005-06 Pacers uniform

bos 2nd—Unlock Celtics Secondary uniform

cle 2nd—Unlock Cavaliers Secondary uniform

det 2nd—Unlock Pistons Secondary uniform

uniform sac 2nd—Unlock Kings Secondary uniform

den 2nd—Unlock Nuggets Secondary uniform

uniform chi retro—Unlock Bulls Retro uniform

hou retro—Unlock Rockets Retro uniform

lac retro—Unlock Clippers Retro uniform

mem retro—Unlock Grizzlies Retro uniform

uniform mia retro—Unlock Heat Retro uniform

nj retro—Unlock Nets Retro uniform

no retro—Unlock Hornets Retro uniform

ny retro—Unlock Knicks Retro uniform

ori retro—Unlock Magic Retro uniform

phx retro—Unlock Suns Retro uniform

sea retro—Unlock Sonics Retro uniform

was retro—Unlock Wizards Retro uniform

uniform kobe—Unlock Nike Zoom Kobe 1 shoes

crazylift—Unlock Nike Shox MTX shoes

lebronsummerkicks—Unlock Nike Zoom 20-5-5 shoes

anklebreakers—Unlock Nike Up Tempo Pro shoes

PowerBar Cheat Codes

Enter the following codes at the PowerBar vending machine inside the Crib:

lockdown—Unlock +10 Defensive Awareness cheat

getaclue—Unlock +10 Offensive Awareness cheat

noinjuri—Unlock Max Durability cheat

nrgmax—Unlock Unlimited Stamina cheat

pbink—Unlock PowerBar tattoo in the Create Player mode

## NEED FOR SPEED: MOST WANTED

### Cheat Codes

Enter the following codes at the title screen. A confirmation message will appear each time you enter a code correctly.

Unlock the Castrol SYNTEC version of the Ford GT—Left, Right, Left, Right, Up, Down, Up, Down

Unlock the Junkman engine in the One Stop Shop—Up, Up, Down, Down, Left, Right, Up, Down

Unlock a Marker in the Backroom of the One Stop Shop—Up, Up, Down, Down, Left, Right, Up, Down

Unlock the Burger King Race in the Challenge Series—Up, Down, Up, Down, Left, Right, Left, Right

## NHL 2K6

### Cheat Code

Select "Options" from the main menu, then choose the "Manage Profiles" option. Use LT or RT to select a free slot, then select "Create New Profile" and enter the name "Turco813" (note: only the T should be capitalized). You will immediately receive confirmation messages telling you that you have unlocked all of the trophies, purchased all unlockables, won the championship and completed all of the user challenges.

## PETER JACKSON'S KING KONG

### THE OFFICIAL GAME OF THE MOVIE

#### Cheat Codes

At the main menu (the one that says "Play," "Options" and "Extras"), hold LB + RB + LT + RT, press Down, Up, Y, X, Down, Down, Y, Y, then release LB + RB + LT + RT. A new "Cheat" option will appear at the main menu and also at the pause menu. Select this option, then enter any of the following cheat codes. Be sure to include the space characters and capital/lowcase letters exactly as they appear. Note: the "0" character in the "Unlock all chapters" code is a number zero. You'll hear a whooshing sound each time you enter a code correctly; if a code is incorrect, you'll hear a click.

8wonder—Invincibility (Jack only)

GrosBras—One-shot kills

KK 999 mun—Unlimited ammo

lance 1nf—Unlimited spears

KKst0ry—Unlock all chapters

KKmuseum—Unlock all video options and "Extras" menu items

KKtgun—Equip pistol

KKcapone—Equip machine gun

KKsn1per—Equip sniper rifle

QUAKE 4

### Cheat Codes

At any time during gameplay, press BACK and enter any of the following codes when the Objectives window appears. Be quick, though, because

the game doesn't pause and you're vulnerable to attack.

Full health—B, A, B, A, Up, Up, Down, X

Health meter never goes below 1 (falling will still kill you)—Down, Up, Down, Down, Up, Right, Left, Right, Y, X, X, A

Unlock all weapons, earn 100% health and 100% armor—Up, Up, Down, Down, Left, Right, Left, Right, B, A

## RUMBLE ROSES XX

### Cheat Passwords

Swap Characters' Intro Music and Dance Themes

At the "Vs." screen just before the match starts, hold LT and press A; the characters' intro themes will swapped when the match starts.

## TIGER WOODS PGA TOUR 06

### Cheat Passwords

Choose "Options" from the main menu, then select "Password" and enter any of the following passwords: v i c t o r y—Unlock Vijay Singh in all Game Modes

i t s i n t h e g a m e—Unlock all golfers

e y e c a n d y—Unlock all courses

g o l d e n b e a r—Unlock Nicklaus brand items in the Pro Shop

g o l f i s f u n—Unlock EA Sports Gold Collection ball

c l u b s 1 1—Unlock all gold clubs

## TOM CLANCY'S GHOST RECON

### ADVANCED WARRIOR

Unlock All Missions in Campaign Mode

Choose "Missions" from the Campaign menu. At the Missions menu, hold LT + RT + BACK and press Y, RB, Y, RB, X.

Cheat Codes

At any time during gameplay, pause the game, then hold LT + RT + BACK and enter any of the following codes:

Invincibility—Y, Y, X, RB, X, LB

Team invincibility—X, X, Y, RB, Y, LB

Infinite ammo—RB, RB, LB, X, LB, Y

Restore Mitchell's health—LB, LB, RB, X, RB, Y

## TONY HAWK'S AMERICAN WASTELAND

### Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. To activate some of these codes, you must start a game, then pause and select "Cheats" from the Game Options menu to toggle the code on or off.

g r i n d X p e r t—Perfect rail balance

h i t c h a r d e—Perfect skitch balance

2 w h e e l s !—Perfect manual balance

2 t h e m 0 0 n—Moon gravity

t h e c o n d o r—Unlock Mat Hoffman

## X-MEN: THE OFFICIAL GAME

### Cheat Codes

Choose "Cerebro Files" from the main menu and enter any of the following codes at the "Cerebro Files" screen: Unlock Iceman's Danger Room Challenge—Right, Right, Left, Left, Down, Up, Down, Up, START

Unlock Wolverine's Danger Room Challenge—Down, Down, Up, Up, Right, Left, Right, Left, START

Unlock Nightcrawler's Danger Room Challenge—Up, Up, Down, Down, Left, Right, Left, Right, START

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F V N K—Unlock all levels  
G O N—Add "View Credits" option to Options menu  
F 4 C 3—View developer image gallery

### TACTICS OGRE: THE KNIGHT OF LODIS

**Music Mode**  
At the main menu, select "New Game." When the "Enter Name" prompt appears, enter "MUSIC.ON" as your name. Instead of starting a game, you'll automatically enter a special mode where you can listen to all of the background music in the game.

### TOM & JERRY: THE MAGIC RING

**Passwords (Jerry)**  
1 2 3 6—Chapter 1: Kitchen Connoption  
7 5 3 1—Chapter 2: Bareknuckle in the Park  
8 3 5 8—Chapter 3: Into the Sewer  
1 1 7 6—Chapter 4: The House of Fun  
8 2 5 1—Chapter 5: The Alley  
2 7 6 1—Chapter 6: Construction Zone  
2 8 5 6—Chapter 7: The Circus  
**Passwords (Tom)**  
5 4 8 8—Chapter 1: Kitchen Connoption  
3 7 8 3—Chapter 2: Bareknuckle in the Park  
5 4 2 3—Chapter 3: The Alley  
5 3 4 8—Chapter 4: The House of Fun  
5 1 2 6—Chapter 5: Into the Sewer  
8 2 3 8—Chapter 6: Construction Zone  
8 1 4 3—Chapter 7: The Circus

### ULTIMATE ARCADE GAMES

**Cheat Codes**  
Enter the following codes at the main menu:  
Unlock all 12 Arcade Games—L, L, L, R, L, R, Left, Up, Right, Down, Left, Up, Right, Down, R, L, R, SELECT  
Unlock all 120 Challenges—L, L, L, R, L, R, L, R, Up, Up, Up, Down, Down, Left, Up, Right, Down, SELECT

### WARIO LAND 4

**Karaoke Mode**  
Enter the Sound Room, then press **Up** + **START** + **SELECT** + **L** + **R**. As soon as all five buttons are held down simultaneously, a new "Karaoke" option will appear at the top of the screen. Select this option and you can sing along—in Japanese—to a special hidden CD tune. While the song plays, you can use the following commands to modify it:  
Tap **Up** repeatedly—Raise pitch  
Tap **Down** repeatedly—Lower pitch  
Tap **Left** repeatedly—Slow down  
Tap **Right** repeatedly—Speed up  
Press **L** or **R**—Toggle vocals on/off

### THE WILD THORNBERRYS: CHIMP CHASE

**Level Passwords**  
8 6 M D J 7 2 3—Jungle 2  
1 8 2 9 F R M X—Jungle 3  
B 5 Y 4 7 9 Q 5—Plains 1  
7 V H S B V 6 W—Plains 2  
X N 6 W H J H Z—Plains 3  
L K J R Z B 5 H—Arctic 1  
Y 5 V 7 P R T 6—Arctic 2  
6 2 T G 5 7 V—Arctic 3  
T R N C X P 1 F—Outback 1  
Z G 8 3 R J F 8—Outback 2  
9 1 F L L V 8 5—Outback 3  
J 3 1 1 3 9 N J—Finale

### X2: WOLVERINE'S REVENGE

**Cheat Codes**  
At the "Select Slot" screen, hold the **L** button and enter any of the following codes:  
Invincibility—**Down, Up, Down, Down, Up, Down, SELECT**  
100 lives—**Right, Right, Right, Right, Right, Right, Right**  
Unlock all power-ups—**Right, Left, Right, Left, Right, Left, Right**  
Health recovers when claws are extended—**Right, Up, Down, Right, Left, SELECT, SELECT**

### YU-GI-OH! GX DUEL ACADEMY

**Passwords**  
Go to the Duel Academy Shop and enter the following passwords in the Password Machine. After you generate a card, you have to purchase it, usually for 1,000 DP, although some cards cost a lot more. Note: Passwords marked with an asterisk (\*) will also unlock cards in the game *Yu-Gi-Oh! The Eternal Duelist Soul*.  
8 3 9 9 4 6 4—4-Starred Ladybug of Doom  
6 7 0 4 8 7 1 1—7  
2 3 7 7 1 7 1 6—7 Colored Fish\*  
1 4 2 6 1 8 6 7—8-Claws Scorpion  
4 9 1 0 0 9 8—A Feather of the Phoenix  
2 1 5 9 7 1 1 7—A Hero Emerges  
0 0 2 9 5 5 1 7—A Legendary Ocean  
0 5 7 2 8 0 1 4—A Rival Appears  
1 3 0 2 6 4 2—A Team: Trap Disposal Unit  
8 9 7 1 8 3 0 2—Abare Ushioni  
4 9 7 7 1 6 0 8—Absorbing Kid from the Sky

2 1 3 2 3 8 6 1—Acid Rain  
4 7 3 7 2 3 4 9—Acrobat Monkey  
1 6 1 3 5 2 5 3—Agido  
1 8 0 3 6 0 5 7—Airknight Parshath  
4 8 2 0 2 6 6 1—Aitsu  
6 4 4 2 8 7 3 6—Alligator's Sword\*  
0 3 3 6 6 9 8 2—Alligator's Sword Dragon\*  
9 9 7 8 5 9 3 5—Alpha The Magnet Warrior\*  
2 1 0 7 0 9 5 6—Altar for Tribute  
9 1 8 6 9 2 0 3—Amazon Archer  
1 7 9 6 8 1 1 4—Amazon of the Seas\*  
5 5 8 2 1 8 9 4—Amazoness Fighter  
4 7 4 8 0 0 7 0—Amazoness Paladin  
9 4 0 0 4 2 6 8—Amazoness Swords Woman  
6 7 3 7 1 3 8 3—Amphibian Beast  
4 0 1 7 3 8 5 4—Amphibious Bugroth\*  
6 4 3 4 2 5 5 1—Amphibious Bugroth MK-3  
4 2 4 3 1 8 4 3—Ancient Brain\*  
9 3 2 2 1 2 0 6—Ancient Elf\*  
1 0 5 0 9 3 4 0—Ancient Gear Beast  
8 3 1 0 4 7 3 1—Ancient Ger Golem (3,000)  
1 5 0 1 3 4 6 8—Andro Sphinx  
4 2 3 6 4 2 5 7—Anti Raijeki\*  
6 5 0 6 4 1 4 3—Anti-Aircraft Flower  
5 3 1 1 2 4 9 2—Anti-Spell  
0 9 1 5 6 1 3 5—Apprentice Magician  
9 5 1 3 2 3 3 8—Aqua Chorus\*  
8 6 1 6 4 5 2 9—Aqua Dragon\*  
8 5 6 3 9 2 5 7—Aqua Madoor\*  
4 0 9 1 6 0 2 3—Aqua Spirit  
4 9 8 8 1 7 6 6—Archfiend Soldier  
1 8 3 7 8 5 2 2—Archlord Zerato  
5 3 1 5 3 4 8 1—Armaill\*  
0 9 0 7 6 2 0 7—Armed Ninja\*  
7 9 6 4 9 1 9 5—Armor Break  
0 7 1 8 0 4 1 8—Armor Exe  
4 2 3 6 4 3 7 4—Arsenal Bug  
6 2 6 3 3 1 8 0—Assault on GHQ  
8 8 2 3 6 0 9 4—Aswan Apparition  
8 7 3 4 0 6 6 4—Atomic Firefly  
6 3 6 8 9 8 4 3—Attack and Receive  
7 1 4 5 3 5 5 7—Autonomous Action Unit  
4 0 6 1 9 8 2 5—Axe of Despair\*  
4 8 3 0 5 3 6 5—Axe Raider\*  
1 1 9 0 1 6 7 8—B. Skull Dragon  
2 2 7 9 0 7 8 9—B.E.S. Crystal Core  
8 8 8 1 9 5 8 7—Baby Dragon\*  
4 7 4 5 3 4 3 3—Back to Square One  
8 2 7 0 5 5 7 3—Backfire  
3 6 2 8 0 1 9 4—Backup Soldier\*  
3 9 8 9 2 0 8 2—Balloon Lizard  
6 1 5 2 8 0 2 5—Banisher of the Light\*  
1 0 0 1 2 6 1 4—Banner of Courage  
8 6 3 2 5 5 9 6—Baron of the Fiend Sword  
0 6 8 4 0 5 7 3—Barox\*  
8 1 4 8 0 4 6 0—Barrel Dragon\*  
6 1 1 8 1 3 8 3—Battery Charger  
6 3 1 4 2 0 0 1—BatteryMan AA  
1 9 7 3 3 9 6 1—BatteryMan C  
4 8 0 9 4 9 9 7—Battle Footballer  
0 0 5 3 1 0 3—Battle Ox\*  
5 5 5 0 9 2 1—Battle Warrior\*  
4 0 1 3 3 5 1 1—Bazoo the Soul-Eater  
4 6 0 0 9 9 0 6—Beast Fangs  
1 1 7 6 1 8 4 5—Beast of Talwar  
8 1 9 3 3 2 5 9—Beastly Mirror Ritual  
1 6 8 9 9 5 6 4—Beautiful Headhuntr\*  
1 6 2 5 5 4 4 2—Beckoning Light  
2 0 3 7 4 5 2 0—Begone, Knave!  
4 9 0 2 2 0 9 3—Behogon\*  
7 7 2 0 7 1 9 1—Befomet  
3 9 2 5 6 6 7 9—Beta the Magnet Warrior\*  
2 5 6 5 5 0 2—Bickuribox\*  
6 1 1 2 7 3 4 9—Big Bang Shot  
1 4 1 4 8 0 9 9—Big Core  
1 6 7 6 8 3 8 7—Big Eye\*  
4 1 2 9 5 1 2—Big Koala  
4 8 9 6 8 2 9—Bio-Mage  
5 5 4 7 6 4 9—Birdface  
4 1 4 2 6 8 6 9—Black Illusion Ritual\*  
5 7 6 1 7 9 2—Black Luster Ritual  
0 5 4 0 5 6 9 4—Black Luster Soldier  
7 2 9 8 9 4 3 9—Black Luster Soldier: Envoy of the Beginning (20,000)  
6 1 5 6 9 7 9 4—Black Pendant\*  
3 8 6 7 0 4 3 5—Black Tyranno  
8 7 5 6 4 3 5 2—Blackland Fire Dragon\*  
5 8 2 6 8 4 3 3—Blade Rabbit  
2 8 4 7 0 1 4—Bladefly\*  
7 0 1 3 8 4 5 5—Blast Juggler\*  
2 1 0 5 1 1 4 6—Blast Magician  
2 6 3 0 2 5 2 2—Blast Sphere\*  
2 1 4 6 6 3 2 6—Blasting the Ruins  
0 5 4 6 4 6 9 5—Blazing Inchpinch  
3 2 0 1 5 1 1 6—Blind Destruction  
2 5 8 8 0 4 2 2—Block Attack\*  
9 7 7 8 3 6 5 9—Blood Sucker  
2 5 5 1 9 5 1—Blowback Dragon  
2 3 9 9 5 3 4 6—Blue Eyes Ultimate Dragon  
8 9 6 3 1 1 3 9—Blue Eyes White Dragon  
2 0 8 7 1 0 0 1—Blue Medicine\*  
5 3 1 8 3 6 0 0—Blue-Eyes Toon Dragon\*  
4 1 3 9 6 4 3 6—Blue-Winged Crowen\*  
0 8 7 1 5 6 2 5—Bokoichi the Freighting Car  
2 1 2 3 9 2 8 0—Bone Mouse  
9 8 4 5 6 1 1 7—Boneheimer  
1 4 0 8 7 8 9 3—Book of Moon  
9 1 5 9 5 7 1 8—Book of Secret Arts\*  
3 8 6 9 9 8 5 4—Book of Taiyou  
8 1 3 8 6 1 7 7—Bottom Dweller\*  
7 6 5 3 2 0 7 7—Bottomless Shifting Sand  
2 9 4 0 1 9 5 0—Bottomless Trap Hole  
5 2 0 9 0 8 4 4—Bowgarian  
1 6 5 0 7 8 2 8—Brachio-Raidus\*  
7 1 4 1 3 9 0 1—Breaker the Magical Warrior (5,000)  
2 0 1 0 1 2 3—Breath of Light\*  
8 2 8 7 8 4 8 9—Bright Castle\*  
0 6 1 0 4 9 6 8—Bubonic Vermin  
4 1 8 5 9 7 0 0—Burning Algae  
2 4 2 9 4 1 0 8—Burning Land  
1 8 9 3 7 8 7 5—Burning Spear\*  
8 0 1 6 3 7 5 4—Burst Breath  
1 7 6 5 5 9 0 4—Burst Stream of Destruction  
7 1 8 9 3 8 3 1—Buster Blade\*  
7 5 9 7 0 5 9—Byser Shock  
7 8 6 3 7 3 1 3—Call of the Dark\*  
1 6 9 7 0 1 5 8—Call of the Grave\*  
1 1 3 8 4 2 8 0—Cannon Soldier\*  
7 2 8 9 2 4 7 3—Card Destruction (5,000)  
5 7 9 5 3 3 8 0—Card of Safe Return  
3 6 9 3 1 2 2 9—Castle Gate  
4 4 2 0 3 9 2—Castle Walls\*  
9 5 7 2 7 9 9 1—Catapult Turtle\*  
9 3 2 2 0 4 7 2—Cave Dragon  
3 6 4 6 8 5 5 6—Ceasefire (3,000)  
5 1 3 9 4 5 4 6—Cemetery Bomb  
2 0 2 2 8 4 6 3—Ceremonial Bell\*  
2 8 1 0 6 0 7 7—Cestus of Dagla  
4 8 2 7 6 4 6 9—Chain Burst  
0 1 2 4 8 8 9 5—Chain Destruction\*  
5 7 1 3 9 4 8 7—Chain Disappearance  
7 9 3 2 3 5 9 0—Chain Energy\*  
6 5 3 9 3 2 0 5—Chakra  
0 4 0 3 1 9 2 8—Change of Heart (10,000)\*  
8 2 3 0 1 9 0 4—Chaos Emperor Dragon: Envoy of the End (30,000)  
6 1 0 4 4 3 9 0—Chaos End  
9 7 4 3 9 3 0 8—Chaos Greed  
0 1 4 3 4 3 5 2—Chaos Necromancer  
0 9 5 9 6 1 2 6—Chaos Sorcerer  
1 3 1 7 9 3 3 2—Charcoal Inchpinch  
3 7 4 2 1 5 7 9—Charubin the Fire Knight  
0 4 7 9 6 1 0 0—Chimera the Flying Mythical Beast  
8 1 3 8 0 2 1 8—Chorus of Sanctuary\*  
0 8 5 0 8 0 5 5—Chu-Ske the Mouse Fighter  
9 2 6 6 7 2 1 4—Clown Zombie\*  
8 6 8 0 1 8 7 1—Cobra Jar  
3 3 4 1 3 6 3 8—Cockroach Knight\*  
6 5 8 3 0 2 2 3—Coffin Seller  
4 3 4 1 7 5 6 3—Commencement Dance  
9 4 1 9 2 4 0 9—Compulsory Evacuation Device  
1 7 3 7 5 3 1 6—Confiscation (10,000)\*  
3 1 0 0 0 5 7 5—Conscription  
6 8 0 5 7 6 2 2—Continuous Destruction Punch  
3 3 2 4 4 9 4 4—Contract with Exodia  
6 9 0 3 5 3 8 2—Contract with the Abyss  
9 6 4 2 0 0 8 7—Contract with the Dark Master  
2 6 3 7 6 3 9 0—Copycat  
3 8 9 9 9 5 0 6—Cosmo Queen  
9 1 7 8 2 2 1 9—Crab Turtle  
9 3 8 8 9 7 5 5—Crass Clown\*  
3 8 2 8 9 7 1 7—Crawling Dragon\*  
5 2 5 7 1 8 3 8—Creeping Doom Manta  
1 4 6 1 8 3 2 6—Crimson Ninja  
4 6 6 9 6 5 9 3—Crimson Sunbird\*  
8 5 8 0 2 5 2 6—Cure Mermaid  
5 1 9 7 8 7 1 1—Curse of Aging  
5 1 9 7 0 8 4 3—Curse of Darkness  
5 2 7 9 5 4 3—Curse of Dragon\*  
9 4 3 7 2 7 4 7—Curse of the Masked Beast  
9 4 3 7 2 7 4 7—Curse of the Masked Beast  
2 2 0 2 6 7 0 7—Curtain of the Dark Ones\*  
7 0 0 9 5 1 5 4—Cyber Dragon  
0 1 5 4 6 1 2 3—Cyber End Dragon (10,000)  
3 0 6 5 5 5 3 7—Cyber Falcon\*  
8 0 3 1 6 5 8 5—Cyber Harpie Lady  
3 4 1 2 4 3 1 6—Cyber Jar (5,000)\*  
8 9 1 1 2 7 2 9—Cyber Saurus\*  
6 3 2 2 4 5 6 4—Cyber Shield\*  
7 1 5 7 0 2 8—Cyber Twin Dragon (10,000)  
6 9 0 1 5 9 6 3—Cyber-Stein\*  
4 8 7 6 6 5 4 3—Cyber-Tech Alligator\*  
9 6 4 2 8 6 2 2—Cybernetic Cyclopaen  
0 5 4 9 4 8 2 0—Cyclon Laser  
4 9 5 4 6 8 5—Cycroid  
7 0 0 7 4 9 0 4—D. Assailant  
6 0 9 1 2 7 5 2—D. D. Borderline  
8 6 4 9 8 0 1 3—D. D. Trainer  
0 7 5 7 2 8 8 7—D. D. Warrior Lady (5,000)  
4 8 1 4 8 8 2 8—D. D. Crazy Beast  
0 8 6 2 7 9 8—D. D. Dynamite  
0 5 6 0 6 4 6—D. D. Trap Hole  
8 2 1 2 2 7 7 5—D.D.M.: Different Dimension Master  
9 0 9 2 5 1 6 3—Dancing Fairy  
7 6 8 9 5 6 4 8—Dangerous Machine TYPE-6  
7 2 5 2 0 0 7 3—Dark Artist\*  
6 7 0 4 9 5 4 2—Dark Bat  
1 1 3 2 1 1 8 3—Dark Blade  
8 6 8 0 5 8 5—Dark Blade the Dragon Knight  
8 9 1 1 3 9 8—Dark Dust Spirit  
0 1 4 1 7 6 9 2—Dark Elf\*  
2 4 6 1 4 1 1 6—Dark Energy

9 0 9 2 8 3 3 3—Dark Factory of Mass Production  
1 3 7 2 2 8 7 0—Dark Flare Knight  
5 1 2 9 4 4 3—Dark Hole (20,000)\*  
0 2 3 1 4 2 3 8—Dark Magic Attack  
7 6 7 9 2 1 8 4—Dark Magic Ritual  
4 6 9 8 6 4 1 4—Dark Magician\*  
3 8 0 3 3 1 2 1—Dark Magician Girl  
4 0 7 3 7 1 1 2—Dark Magician of Chaos  
6 7 2 7 8 3 4—Dark Magician's Tome of Black Magic  
9 7 6 4 2 6 7 9—Dark Master: Zorc  
2 0 5 2 2 1 9 0—Dark Mirror Force  
9 8 5 0 2 1 1 3—Dark Paladin  
9 8 5 0 2 1 1 3—Dark Paladin  
8 5 5 6 2 7 4 5—Dark Room of Nightmare  
9 2 3 7 7 3 0 3—Dark Sage\*  
4 7 2 3 3 8 0 1—Dark Snake Syndrome  
4 5 8 9 5 2 0 6—Dark-Piercing Light\*  
1 7 8 8 1 9 6 4—Darkfire Dragon\*  
0 5 3 8 8 4 8 1—Darkfire Soldier #1\*  
7 8 8 6 1 1 3 4—Darkfire Soldier #2\*  
4 3 5 0 0 4 8 4—Darkworld Thorns  
1 9 1 5 9 4 1 3—De-Spell\*  
6 9 1 2 2 7 6 3—Deal of Phantom  
1 0 2 0 9 5 4 5—Decayed Commander  
6 9 5 4 2 9 3 0—Dedication Through Light And Darkness  
2 8 5 9 3 3 6 3—Deepsea Shark\*  
8 7 6 2 1 4 0 7—Dekoichi the Battlechanted Locomotive  
4 4 7 6 3 0 2 5—Delinquent Duo (20,000)\*  
7 2 5 7 5 1 4 5—Demotion  
3 9 1 3 1 9 6 3—Des Counterblow  
4 4 8 8 3 8 3 0—Des Croaking  
1 2 9 6 5 7 6 1—Des Dendle  
8 1 9 8 5 7 8 4—Des Feral Imp  
8 4 4 5 1 8 0 4—Des Frog  
7 8 6 1 3 6 2 7—Des Kangaroo  
6 9 5 7 9 7 6 1—Des Koala  
0 3 2 6 7 6 9 8—Des Lacooda  
0 9 6 3 7 7 0 6—Des Wombat  
9 3 7 4 7 8 6 4—Desert Sunlight  
1 3 4 0 9 1 5 1—Destertapir  
9 4 2 1 2 4 3 8—Destiny Board  
7 3 4 8 1 1 5 4—Destroyer Golem\*  
2 1 2 1 9 7 5 5—Destruction Ring  
8 4 2 5 7 6 3 9—Dian Keto the Cure Master  
0 3 5 4 9 2 7 5—Dice Jar  
9 5 1 9 4 2 7 9—Dimension Distortion  
3 7 0 4 3 1 8 0—Dimensional Warrior\*  
2 4 6 2 3 5 9 8—Disappear  
2 0 7 2 7 7 8 7—Disarmament  
1 9 6 1 2 7 2 1—Disc Fighter  
4 0 8 2 6 4 9 5—Disolverock\*  
6 2 1 1 3 3 4 0—Divine Dragon Ragnarok  
4 9 0 1 0 5 9 8—Divine Wrath  
7 4 7 0 1 3 8 1—DNA Surgery\*  
5 6 7 6 9 6 7 4—DNA Transplant  
5 7 0 6 2 2 0 6—Doitsu  
9 9 7 2 1 5 3 6—Dokuroider  
3 0 3 2 5 7 2 9—Dokuroiba  
0 3 4 9 3 8 0 7—Don Turtle  
7 6 9 2 2 0 2 9—Don Zalloog  
8 4 9 1 6 6 6 9—Doriado  
2 3 9 6 5 0 3 7—Doriado's Blessing  
2 8 5 6 3 5 4 5—Dragon Seeker\*  
0 1 4 3 5 8 5 1—Dragon Treasure\*  
6 6 6 7 2 5 6 9—Dragon Zombie\*  
7 1 4 9 0 1 2 7—Dragon's Mirror  
5 4 1 7 8 0 5 0—Dragon's Rage  
7 0 6 8 1 9 9 4—Dragoness the Wicked Knight\*  
4 3 2 5 0 0 4 1—Draining Shield  
1 3 2 1 5 2 3 0—Dream Clown  
9 9 0 5 0 9 8 9—Drillago  
7 1 2 1 8 7 4 6—Drillroid  
1 2 4 9 3 4 8 2—Dunames Dark Witch\*  
6 0 0 8 2 8 6 9—Dust Tornado  
5 9 8 2 0 3 5 2—Earth Chant  
6 7 1 0 5 2 4 2—Earthbound Spirit  
8 2 8 2 8 0 5 1—Earthquake  
4 2 5 7 8 4 2 7—Eatgaboon\*  
4 6 1 2 8 0 7 6—Ebon Magician Curran  
3 7 8 2 0 5 5 0—Electro-Whip\*  
9 0 2 1 9 2 6 3—Elegant Egotist\*  
3 0 3 1 4 9 9 4—Element Dragon  
6 1 4 1 1 5 0 2—Elemental Burst  
2 1 8 4 4 5 7 6—Elemental Hero Avian  
7 9 9 7 9 6 6 6—Elemental Hero Bubbleman  
5 8 9 3 2 6 1 5—Elemental Hero Bustlinatrix  
8 4 3 2 7 3 2 9—Elemental Hero Clayman  
3 5 8 0 9 2 6 2—Elemental Hero Flame Wing Man (3,000)  
2 0 7 2 1 9 2 8—Elemental Hero Sparkman  
6 1 2 0 4 9 7 1—Elemental Hero Thunder Giant (3,000)  
3 9 8 9 7 2 7 7—Elf's Light\*  
0 6 3 9 0 4 0 6—Emblem of Dragon Destroyer  
2 8 6 4 9 8 2 0—Embodyment of Apophis  
5 3 0 4 6 4 0 8—Emergency Provisions (3,000)  
4 3 5 8 0 2 6 9—Emes the Infinity  
1 5 2 3 7 6 1 5—Empress Judge\*  
5 8 8 1 8 4 1 1—Empress Mantis  
9 6 3 5 5 9 8 8—Enchanted Javelin\*  
7 5 3 7 6 9 6 5—Enchanting Mermaid\*  
7 6 9 0 9 2 7 9—Enraged Battle Ox  
9 1 8 6 2 5 7 8—Enraged Muka Muka  
9 4 7 1 6 5 1 5—Eradicating Aerosol\*



- 56606928—Eternal Draught\*
- 59051344—Eternal Rest\*
- 17484499—Exchange of the spirit (10,000)
- 95451366—Exhausting Spell
- 26725158—Exile of the Wicked\*
- 74131780—Exiled Force (5,000)
- 12600382—Exodia Necross
- 33396948—Exodia the Forbidden One (20,000)\*
- 21598948—Fairy Box
- 20315854—Fairy Dragon\*
- 45425051—Fairy King Truesdale
- 97687912—Fairy Meteor Crush
- 75582395—Faith Bird\*
- 77910045—Fatal Abacus
- 00218704—Fenrir
- 41392891—Feral Imp\*
- 78706415—Fiber Jar (20,000)
- 81172171—Fiend Comedian
- 26566878—Fiend Scorpion
- 52800428—Fiend's Hand\*
- 31890399—Fiend's Mirror
- 95308449—Final Countdown
- 95308449—Final Countdown
- 18591904—Final Destiny
- 73134081—Final Flame\*
- 60369732—Final Ritual of the Ancients
- 43061293—Fire Darts
- 88435542—Fire Eye
- 46534755—Fire Kraken\*
- 64752646—Fire Princess
- 53581214—Fire Reaper\*
- 27132350—Fire Sorcerer
- 53293545—Firegrass\*
- 27054370—Firewing Pegasus
- 71407486—Fireyarou\*
- 66788016—Fissure\*
- 60862676—Flame Cerebrus\*
- 42599677—Flame Champion\*
- 12883044—Flame Dancer
- 58528964—Flame Ghost\*
- 34460851—Flame Manipulator\*
- 45231177—Flame Swordsman\*
- 02830619—Flame Viper\*
- 96890582—Flash Assault\*
- 95952802—Flower Wolf\*
- 31987274—Flying Fish
- 84834865—Flying Kamakiri #1\*
- 03134241—Flying Kamakiri #2\*
- 98252586—Follow Wind\*
- 81439173—Foolish Burial
- 87430998—Forest\*
- 62337487—Fortress Whale
- 77454922—Fortress Whale's Oath
- 98818516—Frenzied Panda\*
- 57069605—Frozen Soul
- 49989907—Fruits of Kozaky's Studies
- 01781310—Fuh-Rin-Ka-Zen
- 09373534—Fuhma Shuriken
- 48206762—Fulfillment of the Contract
- 38538645—Fushi No Tori
- 24094653—Fusion Gate
- 18511384—Fusion Recovery
- 26902560—Fusion Sage\*
- 27967615—Fusion Weapon
- 01641883—Fusionist
- 86281779—Gadget Soldier
- 49003308—Gagagigo
- 56594520—Gaia Power\*
- 66889139—Gaia the Dragon Champion\*
- 06368038—Gaia the Fierce Knight\*
- 16229315—Gale Dogra\*
- 77491079—Gale Lizard
- 37313786—Gamble
- 11549357—Gamma the Magnet Warrior\*
- 90844184—Gamma Sword\*
- 7857570—Gamma Sword Oath
- 14977074—Garoozis\*
- 12800777—Garuda the Wind Spirit
- 87751584—Gatling Dragon
- 05818798—Gazelle the King of Mythical Beasts\*
- 30190809—Gear Golem the Moving Fortress
- 00423705—Gearfried the Iron Knight
- 57046845—Gearfried the Swordmaster
- 69140098—Gemini Elf\*
- 21887179—Getsu Fuhma
- 78266168—Giant Axe Mummy
- 95178994—Giant Germ\*
- 58185394—Giant Kozaky
- 73698349—Giant Orc
- 97017120—Giant Rat\*
- 58831685—Giant Red Seasnake\*
- 13039848—Giant Soldier of Stone\*
- 42703248—Giant Trunade\*
- 98299011—Gift of the Mystical Elf\*
- 43793530—Giga Gagagigo
- 08471389—Giga-Tech Wolf\*
- 47606319—Gigantes
- 53776525—Gigobyte
- 38445524—Gil Garth
- 45894482—Gilasaurus
- 51828629—Giltia the D. Knight
- 84620194—Girochin Kuwagata
- 78658564—Goblin Attack Force
- 12057781—Goblin Calligrapher
- 85306040—Goblin Elite Attack Force
- 45311864—Goblin Thief
- 11868825—Goblin's Secret Remedy\*
- 39674352—Gogiga Gagagigo
- 09744376—Good Goblin Housekeeping (3,000)
- 80233946—Gora Turtle
- 79571449—Graceful Charity (5,000)\*
- 74137509—Gracful Dice\*
- 10992251—Gradius
- 14291024—Gradius' Option
- 13944422—Granadora
- 13676474—Grand Tiki Elder
- 60229110—Granmarg the Rock Monarch
- 82542267—Gravedigger Ghoul\*
- 99877698—Gravekeeper's Cannonholder
- 50712728—Gravekeeper's Gun
- 37101832—Gravekeeper's Guard
- 16762927—Gravekeeper's Servant\*
- 63695531—Gravekeeper's Spear Soldier
- 24317029—Gravekeeper's Spy
- 99690140—Gravekeeper's Vassal
- 33737664—Graverobber's Retribution
- 85742772—Gravity Bind (5,000)
- 29618570—Gray Wing
- 11813953—Great Angus
- 02356994—Great Long Nose
- 54622031—Great Mammoth of Goldfine\*
- 41172955—Green Gadget
- 36584821—Gren Maju Da Elza
- 58314394—Ground Attacker Bugroth\*
- 90502999—Ground Collapse
- 65623423—Gruesome Goo\*
- 55608151—Gryphon Wing\*
- 34370473—Gryphon's Feather Duster
- 68007326—Guardian Angel Joan
- 89272878—Guardian of the Labyrinth\*
- 85448931—Guardian of the Sea\*
- 40659562—Guardian Sphinx
- 75209824—Guardian Statue
- 55321970—Gust Fan\*
- 09817927—Gyaku-Gire Panda
- 18325492—Gyroid
- 28357177—Hade-Hane
- 80811661—Hamburger Recipe
- 26412047—Hammer Shot
- 07089711—Hane-Hane\*
- 05640330—Hannibal Necromancer
- 34100324—Harpie Girl
- 76812113—Harpie Lady\*
- 91932350—Harpie Lady 1
- 27927359—Harpie Lady 2
- 54415063—Harpie Lady 3
- 12206212—Harpie Lady Sisters\*
- 30532390—Harpie's Brother\*
- 52040216—Harpie's Pet Dragon\*
- 18144506—Harpie's Feather Duster (30,000)\*
- 75782277—Harpies' Hunting Ground
- 21015833—Hayabusa Knight
- 05434080—Headless Knight
- 35762283—Heart of the Underdog
- 19613556—Heavy Storm (5,000)\*
- 52584282—Hercules Beetle\*
- 22020907—Hero Signal
- 64501875—Hibikime\*
- 21840375—Hidden Book of Spell
- 75745607—Hino-kagu-tsuchi
- 46130346—Hinotama\*
- 96851799—Hinotama Soul\*
- 40410110—Homunculus the Alchemic Being
- 38552107—Horn of Light\*
- 64047146—Horn of the Unicorn\*
- 67629977—Hoshininger\*
- 15083728—House of Adhesive Tape
- 93107608—Howling Insect
- 65396880—Huge Revolution
- 46821314—Humanoid Slime
- 05600127—Humanoid Worm Drake
- 30243636—Hungry Burger
- 22873798—Hyena
- 20211802—Hyosube\*
- 62397231—Hyozenryu
- 21297224—Hysteric Fairy
- 61740673—Imperial Order (10,000)\*
- 77084837—Inaba White Rabbit
- 33031674—Incandescent Ordeal
- 84173492—Indomitable Fighter Lei Lei
- 74823665—Inferno
- 52684508—Inferno Fire Blast
- 17185260—Inferno Hammer
- 14391920—Inferno Tempest
- 94163677—Infinite Cards
- 97923414—Inpachi
- 03492538—Insect Armor with Laser Cannon\*
- 23615409—Insect Barrier
- 35052053—Insect Knight
- 91512835—Insect Queen\*
- 07019529—Insect Soldiers of the Sky\*
- 16227556—Inspection\*
- 28450915—Invader From Another Dimension\*
- 56647086—Invader of Darkness
- 26082229—Invasion of Flames
- 98374133—Invigoration\*
- 3431236—Iron Blacksmith Kotetsu
- 90876561—Jack's Knight
- 83968380—Jar of Greed
- 33784505—Jar Robber
- 26932788—Javelin Beetle
- 41182875—Javelin Beetle Pact
- 23635815—Jerry Beans Man
- 77585513—Jinzo (10,000)\*
- 94773007—Jirai Gumo\*
- 41855169—Jowgen the Spiritualist
- 24068492—Just Desserts\*
- 52768103—KA-2 Des Scissors
- 51934376—Kabazauls
- 34627841—Kaibaman
- 94566432—Kaiser Dragon\*
- 52824910—Kaiser Glider
- 09653271—Kaminari Attack
- 97570038—Kaminote Blow
- 41544074—Kamionwizard\*
- 95789089—Kangaroo Champ
- 23289281—Karate Man\*
- 54541900—Karbonala Warrior
- 54878498—Kelbek
- 80441106—Keldo
- 79853073—Kinetic Soldier
- 36021814—King of the Skull Servants
- 64788463—King's Knight
- 04266839—Kiseitai\*
- 60519422—Kishido Spirit
- 87210505—Knight's Title
- 69456283—Koitsu
- 99171160—Kozaky
- 21908319—Kozaky's Self-Destruct Button
- 82642348—Kryuel
- 40640057—Kuriboh
- 60802233—Kuwagata Alpha
- 95144193—Kwagar Hercules\*
- 88240808—Kycoo the Ghost Destroyer
- 97590747—La Jinn the Mystical Genie of the Lamp\*
- 66526672—Labyrinth of Nightmare
- 99551425—Labyrinth Tank\*
- 90147755—Lady Assault of Flames
- 82005435—Lady Ninja Yae
- 17358176—Lady of Faith
- 77007920—Laser Cannon Armor\*
- 90330453—Last Day of Witch\*
- 87322242—Launcher Spider\*
- 20394040—Lava Battleguard\*
- 00102380—Lava Golem
- 07902349—Left Arm of the Forbidden One (5,000)\*
- 44519536—Left Leg of the Forbidden One (5,000)\*
- 60258960—Legendary Flame Lord
- 61854111—Legendary Sword\*
- 12472242—Leghul
- 56445629—Lesser Dragon\*
- 16475472—Lesser Fiend
- 37721209—Levia-Dragon: Daedalus
- 62867251—Light of Intervention\*
- 44595286—Light of Judgment
- 55226821—Lightning Blade
- 27671321—Lightning Conger
- 96162969—Lightning Vortex (10,000)
- 23171610—Limiter Removal
- 68658728—Little Chimera\*
- 20831168—Lizard Soldier
- 99510761—Lord of the Lamp\*
- 45871897—Lost Guardian
- 81777492—Luminous Spark\*
- 11091375—Luster Dragon
- 56342351—M-Warrior #1
- 92731455—M-Warrior #2
- 25769732—Machine Conversion Factory\*
- 46700124—Machine King\*
- 79182538—Mad God of Darkness
- 97240270—Mad Lobster
- 79870141—Mad Sword Beast
- 83746708—Mage Power (10,000)
- 62279055—Magic Cylinder (10,000)
- 77414722—Magic Jammer
- 32723153—Magical Explosion
- 08034697—Magical Marionette
- 07802006—Magical Plant Mandragola
- 32406044—Magical Scientist (10,000)
- 53119267—Magical Thorn
- 32084799—Magician of Black Chaos
- 31560081—Magician of Faith\*
- 93013676—Maha Vailo\*
- 17214465—Maiden of the Aqua
- 60102563—Maji-Gire Panda
- 27827272—Makiu
- 99597615—Malevolent Nuzzler\*
- 13626450—Malice Dispersion
- 54652250—Man-Eater Bug\*
- 80727036—Man-Eating Black Shark\*
- 13723605—Man-Eating Treasure Chest\*
- 43714890—Man-Thro' Tro'
- 95492061—Manju of the Ten Thousand Hands
- 02460565—Marauding Captain (5,000)
- 57579381—Marie the Fallen One
- 29929832—Marine Beast\*
- 71466592—Maryokutai
- 44287299—Masaki the Legendary Swordsman\*
- 82432018—Mask of Brutality
- 28933734—Mask of Darkness
- 20765952—Mask of Dispel
- 29549364—Mask of Restrict
- 56948373—Mask of the Accursed
- 57882509—Mask of Weakness
- 31919130—Masked Dragon
- 34906152—Mass Driver
- 24530661—Master Kyonshee
- 49814180—Master Monk
- 27134689—Master of Oz
- 22609617—Matata the Zapper
- 59036972—Mavelus\*
- 63545455—Mech Mole Zombie
- 94667532—Mecha-Dog Marron
- 22512237—Mechanical Hound
- 45688586—Mechanical Spider\*
- 07359741—Mechanicalchaser\*
- 02694423—Medusa Worm
- 46820049—Mefist the Infernal General
- 21817254—Mega Thunderball\*
- 32062913—Mega Ton Magical Cannon
- 22046459—Megamorph\*
- 71544954—Megarock Dragon
- 86569121—Melchid the Four-Faced Beast
- 24435369—Mermaid Knight
- 44656491—Messenger of Peace\*
- 65957473—Metal Armored Bug
- 09293977—Metal Dragon\*
- 68540058—Metalmorph
- 50705071—Metalzoa\*
- 46411259—Metamorphosis
- 90660762—Meteor B. Dragon
- 64271667—Meteor Dragon
- 37673255—Meteor of Destruction
- 64274292—Meteorain
- 37580756—Michizue
- 62327910—Mighty Guard
- 38277918—Mikazukinoyaiba
- 82482194—Millennium Scorpion
- 47986555—Millennium Golem\*
- 32012841—Millennium Shield\*
- 70483233—Milus Radiant\*
- 66690411—Mind on Air
- 76321376—Mine Golem
- 85519211—Minefield Eruption
- 01918087—Minor Goblin Official
- 06343408—Miracle Dig
- 45906428—Miracle Fusion
- 68334074—Miracle Restoring
- 15960641—Mirage Dragon
- 49217579—Mirage Knight
- 44095762—Mirror Force (10,000)
- 58392024—Mispolymerization
- 45159319—Moai Interceptor Cannons
- 04929256—Mobius the Frost Monarch
- 27288416—Mokey Mokey
- 13803864—Mokey Mokey King
- 01965724—Mokey Mokey Smackdown
- 17192817—Molten Behemoth
- 19384334—Molten Destruction\*
- 04732017—Molten Zombie
- 03810071—Molten Fighter
- 36121917—Monster Egg\*
- 84133008—Monster Eye\*
- 43046033—Monster Gate
- 83764718—Monster Reborn (20,000)\*
- 74848038—Monster Reincarnation
- 58074572—Mooyan Curry\*
- 93671934—Morale Boost
- 33508719—Morphing Jar (5,000)\*
- 79106360—Morphing Jar #2\*
- 57839750—Mother Grizzly\*
- 50913601—Mountain\*
- 31477025—Mr. Volcano\*
- 82108372—Mudora
- 46657337—Muka Muka\*
- 22493811—Multiplication of Arts
- 40703222—Multiply
- 56907389—Musician King\*
- 54098121—Mysterious Puppeteer\*
- 68516705—Mystic Horseman\*
- 98049915—Mystic Lamp
- 18161786—Mystic Plasma Zone
- 83011277—Mystic Tomato
- 15025844—Mystical Elf\*
- 36607978—Mystical Moon\*
- 32751480—Mystical Sand\*
- 39552864—Mystical Shine Ball
- 05318639—Mystical Space Typhoon (10,000)\*
- 80161395—Mystik Wok
- 94230224—Needle Ball
- 98162242—Needle Burrower
- 38292923—Needle Wall
- 81843628—Needle Worm\*
- 14315573—Negate Attack\*
- 49563947—Neo Aqua Madoor
- 16587243—Neo Bug
- 50930991—Neo the Magic Swordsman\*
- 04335645—Newdoria
- 54704216—Nightmare Wheel
- 58775978—Nightmare's Steelcage
- 22567609—Nimble Momonga\*
- 11987744—Nin-Ken Dog
- 04041838—Ninja Grandmaster Sasuke
- 89628781—Ninjitsu Art of Decoy
- 70861343—Ninjitsu Art of Transformation

- 0 7 8 0 5 3 5 9—Niwatori\*  
7 1 0 4 4 9 9—Nobleman of Crossout (3,000)\*  
1 7 4 4 9 1 0 8—Nobleman of Extermination\*  
7 6 8 4 8 2 4 0—Non Aggression Area  
4 3 6 9 4 0 7 5—Novox's Prayer  
5 1 6 1 6 7 4—Nubian Guard  
0 2 1 3 0 6 2 5—Numinous Healer\*  
5 2 0 7 7 7 4 1—Obnoxious Celtic Guardian  
1 0 4 8 5 1 1 0—Ocean Dragon Lord: Neo-Daedralus  
8 6 0 8 8 1 3 8—Ocubeam\*  
1 9 2 3 0 4 0 7—Offerings to the Doomed  
7 9 3 5 2 0 9—Ojama Black  
0 8 2 5 1 9 9 6—Ojama Delta Hurricane  
1 2 4 8 2 6 5 2—Ojama Green  
9 0 1 4 0 9 8 0—Ojama King  
2 9 8 4 3 0 9 1—Ojama Trio  
4 2 9 4 1 1 0 0—Ojama Yellow  
4 5 1 1 4 8 4 4—Old Vindictive Magician  
3 3 0 6 4 6 7—One-Eyed Shield Dragon\*  
6 6 9 2 7 9 9 4—Oni Tank T-34  
5 8 8 6 1 9 4 1—Ooguchim\*  
1 9 5 2 3 7 9 9—Ookazi\*  
5 8 5 3 8 8 7 0—Oppressed People  
1 4 5 3 1 2 4 2—Opticlops  
7 8 9 8 6 9 4 1—Order to Charge  
1 1 5 4 8 5 2 2—Outstanding Dog Marron  
0 2 3 1 1 6 0 3—Overdrive  
7 4 1 9 1 9 4 2—Painful Choice (20,000)\*  
7 3 3 9 8 7 9 7—Paladin of White Dragon  
4 2 0 3 5 0 4 4—Panther Warrior\*  
7 1 9 3 0 3 8 3—Patroid  
9 3 9 2 0 7 4 5—Penguin Soldier\*  
6 4 7 5 1 2 8 6—Penumbra Soldier Lady  
1 2 1 4 3 7 7 1—People Running About  
0 4 8 4 9 0 3 7—Performance of Sword  
3 8 1 4 2 7 3 9—Petit Angel\*  
7 5 3 6 5 6 4—Petit Dragon\*  
6 1 2 0 1 2 2 0—Phantom Ghost  
5 2 5 0 9 7 3—Pharaoh's Servant  
8 9 9 5 9 6 8 2—Pharaonic Protector  
8 3 5 6 6 3 1—Phoenix Wing Wind Blast  
2 6 1 8 5 9 9 1—Pinch Hopper  
5 0 8 2 3 9 7 8—Piranha Army  
4 3 0 2 9 6 3 0—Pitch-Black Power Stone  
8 8 9 7 5 5 3 2—Pitch-Black Warwolf  
4 7 4 1 5 2 9 2—Pitch-Black Dragon  
5 6 8 4 0 6 5 8—Poison Draw Frog  
7 6 5 3 9 0 4 7—Poison Fangs  
4 3 7 1 6 2 8 9—Poison Mummy  
0 8 8 4 2 2 6 6—Poison of the Old Man  
2 4 0 9 4 6 5 3—Polymerization\*  
7 0 2 7 8 5 4 5—Pot of Generosity  
5 5 1 4 4 5 2 2—Pot of Greed (5,000)\*  
3 7 6 3 0 7 3 2—Power Bond (10,000)  
7 7 0 2 7 4 4 5—Power of Kaishin\*  
6 8 3 0 4 8 1 3—Precious Cards From Beyond  
7 0 8 2 8 9 1 2—Premature Burial (5,000)\*  
0 0 5 4 9 4 8 1—Prevent Rat\*  
2 3 7 0 1 4 6 5—Primal Seed  
5 1 7 3 1 0 1 7—Princess of Tsurugi\*  
1 1 6 7 8 1 9 1—Protective Soul Ailin  
2 4 2 2 1 7 3 9—Protector of the Sanctuary (5,000)  
1 0 0 7 1 4 5 6—Protector of the Throne\*  
7 4 7 0 3 1 4 0—Punished Eagle\*  
5 3 5 6 9 8 9 4—Pyramid of Light  
7 7 0 4 4 6 7 1—Pyramid Turtle  
0 5 9 0 1 4 9 7—Queen's Double\*  
2 5 6 5 2 2 5 9—Queen's Knight  
4 9 0 5 3 4 3—Rabid Horseman  
9 0 8 1 0 7 6 2—Raging Flame Sprite  
1 2 5 8 0 4 7 7—Raigeki (30,000)\*  
0 4 1 7 8 4 7 4—Raigeki Break  
5 6 2 6 0 1 1 0—Raimeji\*  
6 6 7 1 9 3 2 4—Rain of Mercy  
2 1 3 4 7 8 1 0—Rainbow Flower\*  
5 1 2 6 7 8 8 7—Raise Body Heat\*  
8 0 5 1 6 0 0 7—Rare Fish\*  
2 5 2 3 6 0 5 6—Rare Metal Dragon  
8 2 5 2 9 1 7 4—Ray of Hope  
7 4 6 9 4 8 0 7—Re-Fusion  
2 8 1 2 1 4 0 3—Really Eternal Rest  
3 7 5 7 6 6 4 5—Reckless Greed (5,000)  
9 6 3 1 6 8 5 7—Recycle  
6 5 5 7 0 5 9 6—Red Archery Girl\*  
8 6 4 4 5 4 1 5—Red Gadget  
3 8 1 9 9 6 9 6—Red Medicine\*  
3 6 2 6 2 0 2 4—Red-Eyes B. Chick  
7 4 6 7 7 4 2 2—Red-Eyes B. Dragon  
6 4 3 3 5 8 0 4—Red-Eyes Black Metal Dragon  
9 6 5 6 1 0 1 1—Red-Eyes Darkness Dragon  
0 2 8 5 1 0 7 0—Reflect Bounder (5,000)  
3 2 8 0 7 8 4 6—Reinforcement of the Army (3,000)  
1 7 8 1 4 3 8 7—Reinforcements\*  
7 5 4 1 7 4 5 9—Release Restraint  
6 4 6 3 1 4 6 6—Relinquished\*  
2 2 5 8 9 9 1 8—Reload  
5 1 4 8 2 7 5 8—Remove Trap\*  
6 2 4 2 0 4 1 9—Reshef the Dark Being  
0 8 9 5 1 2 6 0—Respect Play\*  
9 9 5 1 8 9 6 1—Restructure Revolution\*  
0 3 0 7 2 0 7 7—Return Zombie  
6 2 4 0 3 0 7 4—Rhimundos of the Red Sword\*  
7 0 9 0 3 6 3 4—Right Arm of the Forbidden One (5,000)\*  
0 8 1 2 4 9 2 1—Right Leg of the Forbidden One (5,000)\*  
8 3 5 5 6 6 6—Ring of Destruction (10,000)  
4 5 7 7 8 9 3 2—Rising Air Current\*  
7 8 2 1 1 8 6 2—Rising Energy  
5 4 3 5 1 2 2 4—Ritual Weapon  
1 9 0 6 5 5 3 8—Roaring Ocean Snake\*  
8 8 2 7 9 7 3 6—Robbin' Goblin\*  
8 3 2 5 8 2 7 3—Robbin' Zombie  
4 4 2 0 3 2 9 6—Robotic Knight  
2 8 1 4 3 9 0 6—Roc from the Valley of Haze  
2 0 7 8 1 7 6 2—Rock Bombardment  
9 4 7 9 3 4 2 2—Rod of the Mind's Eye  
3 2 4 8 5 2 7 1—Rose Spectre of Dunn\*  
3 3 9 5 0 2 4 6—Royal Command  
5 1 4 5 2 0 9 1—Royal Decree (5,000)\*  
7 0 7 9 1 3 1 3—Royal Magical Library  
5 6 0 5 8 8 8 8—Royal Surrender  
7 0 0 4 6 1 7 2—Rush Recklessly\*  
5 7 2 8 1 7 7 8—Ryu Kokki  
1 5 3 0 3 2 9 6—Ryu-Kishin\*  
4 2 6 4 7 5 3 9—Ryu-Kishin Clown  
0 2 9 6 4 2 0 1—Ryu-Ran\*  
3 0 9 1 4 5 6 4—Sacred Crane  
1 3 6 0 4 2 0 0—Sage's Stone  
5 6 1 2 0 4 7 5—Sakurestu Armor  
3 2 2 6 8 9 0 1—Salamandra\*  
9 6 9 4 7 6 4 8—Salvage  
5 0 5 9 3 1 5 6—Sand Gambler  
2 6 2 0 2 1 6 5—Sangan (3,000)\*  
5 3 5 3 9 6 3 4—Sanwitch  
1 6 2 2 2 6 4 5—Sasuke Samurai  
5 0 4 0 0 2 3 1—Satellite Cannon  
7 3 9 1 5 0 5 1—Scapegoat  
6 7 5 3 2 9 1 2—Science Soldier  
1 0 3 5 2 0 9 5—Scroll of Bewitchment  
7 1 7 4 6 4 6 2—Sea Kamen\*  
4 2 0 7 1 3 4 2—Sea Serpent Warrior of Darkness  
2 2 6 8 1 6 9—Sealmaster Meisei  
2 2 5 3 7 4 4 3—Sebek's Blessing\*  
2 7 0 5 5 0 6—Secret Barrel  
5 7 5 8 5 2 1 2—Self-Destruct Button  
7 6 2 3 2 3 4 0—Sengenjin  
3 2 4 0 1 8 3 9—Senju of the Thousand Hands\*  
6 0 3 9 1 7 9 1—Senri Eye  
6 6 5 1 6 7 9 2—Serpent Night Dragon  
0 2 7 9 2 2 6 5—Servant of Catabolism  
0 3 8 1 9 4 7 0—Seven Tools of the Bandit\*  
3 0 7 7 8 7 1 1—Shadow Ghoul  
5 8 6 2 1 5 8 9—Shadow of Eyes  
4 0 5 7 5 3 1 3—Shadow Specter\*  
2 9 2 6 7 0 8 4—shadow spell  
2 0 9 3 5 5 9 9—Shadowslayer  
4 0 4 0 5 1 9 9—Shapenatch  
6 0 3 6 5 5 9 1—Shinato's Ark  
8 6 3 2 7 2 2 5—Shinato, King of a Higher Plane  
8 7 3 0 3 3 5 7—Shining Abyss  
9 5 9 5 6 3 4 6—Shining Angel  
7 3 0 0 1 0 1 7—Silpheed  
1 0 5 5 7 4 9 9—Silver Bow and Arrow\*  
9 0 3 5 7 0 9 0—Silver Fang\*  
0 8 1 3 1 1 7 1—Sinister Serpent (7,000)\*  
6 0 6 9 4 6 6 2—Skengel\*  
3 2 3 5 8 2 8 8—Skengel\*  
7 3 7 5 2 1 3 1—Skilled Dark Magician  
4 6 3 6 3 4 2 2—Skilled White Magician  
0 0 1 2 6 1 8—Skull Dice\*  
8 6 6 5 2 6 4 6—Skull Dog Marron  
3 0 6 2 7 4 4 9—Skull Guardian  
9 8 1 3 9 7 1 2—Skull Invitation  
0 2 5 0 4 8 9 1—Skull Knight  
0 5 2 6 5 7 0—Skull Mariner  
1 0 2 0 2 8 9 4—Skull Red Bird\*  
3 2 2 7 4 4 9 0—Skull Servant\*  
6 4 3 0 6 2 4 8—Skull-Mark Ladybug  
0 8 3 2 7 4 6 2—Skullbird\*  
6 3 0 5 4 4 3 0—Skyscraper  
7 8 6 3 6 4 9 5—Slate Warrior  
9 7 1 6 9 1 8 6—Smashing Ground  
0 0 5 9 6 0 5 1—Snake Fang\*  
2 9 8 0 2 3 4 4—Snakeyashi\*  
4 5 9 8 6 6 0 3—Snatch Steel (5,000)\*  
8 6 3 1 8 3 5 6—Sogen\*  
6 0 2 4 6 1 7 1—Soitsu  
4 4 4 7 2 6 3 9—Solar Ray  
3 5 3 4 6 9 6 8—Solemn Wishes  
2 3 4 7 1 5 7 2—Solomon's Lawbook\*  
5 7 6 1 7 1 7 8—Sonic Bird\*  
4 8 6 9 6 2 6 6—Sonic Duck  
3 8 9 4 2 0 5 9—Sonic Maid\*  
4 9 2 1 8 3 0 0—Sorcerer of the Doomed  
6 8 0 7 3 5 2 2—Soul Absorption  
7 2 8 6 9 0 1 0—Soul Hunter\*  
7 7 5 2 7 2 1 0—Soul of Purity and Light  
4 7 8 5 2 9 2 4—Soul of the Pure\*  
0 5 7 8 5 0 0—Soul Release\*  
9 2 9 4 2 3 1 7—Soul Resurrection  
7 8 8 6 4 3 6 9—Soul Reversal  
1 5 7 3 4 8 1 3—Soul Tiger  
3 1 2 4 2 7 8 6—Souleater  
4 9 2 0 0 1 0—Souls of the Forgotten  
3 6 1 1 9 6 4 1—Space Mambo  
9 7 3 6 2 7 6 8—Spark Gun  
7 6 1 0 3 6 7 5—Sparks\*  
3 1 5 5 3 7 1 6—Spear Dragon  
4 2 5 9 8 2 4 2—Special Hurricane  
0 1 6 6 9 7 7 2—Spell Purification  
2 9 2 8 5 2 9—Spell Reproduction  
1 0 0 6 9 1 8 0—Spell-Stopping Statute  
1 8 8 0 7 1 0 8—Spellbinding Circle\*  
5 2 1 2 1 2 9 0—Spherous Lady  
5 1 4 0 2 1 7 7—Sphinx Teleia  
4 9 3 2 8 3 4 0—Spiral Spear Strike  
5 3 2 3 9 6 7 2—Spirit Barrier  
4 8 6 5 9 0 2 0—Spirit Caller  
9 4 7 7 2 2 3 2—Spirit Message "A"  
3 1 8 9 3 5 2 8—Spirit Message "I"  
3 0 1 7 0 9 8 1—Spirit Message "L"  
6 7 2 8 7 5 3 3—Spirit Message "N"  
1 3 5 2 2 3 2 5—Spirit of Flames  
5 3 5 3 0 0 6 9—Spirit of the Breeze  
8 0 7 7 0 6 7 8—Spirit of the Harp\*  
2 5 3 4 3 2 8 0—Spirit of the Pharaoh  
0 4 8 9 6 7 8 8—Spirit of the Pot of Greed  
7 0 1 5 6 9 9 7—Spiritual Earth Art: Kurogane  
4 2 9 4 5 7 0 1—Spiritual Fire Art: Kurenai  
0 6 5 4 0 6 0 6—Spiritual Water Art: Aoi  
7 9 3 3 3 0 0—Spiritual Wind Art: Miyabi  
9 4 4 2 5 1 6 9—Spring of Rebirth  
0 8 2 0 1 9 1 0—Star Boy\*  
6 5 8 1 0 4 8 9—Statue of the Wicked  
0 3 5 1 0 5 6 5—Stealth Bird  
0 5 3 6 8 6 1 5—Steam Gyroid  
4 4 7 2 9 1 9 7—Steamroid  
2 9 1 7 2 5 6 2—Steel Ogre Grotto #1\*  
9 0 9 0 8 4 2 7—Steel Ogre Grotto #2\*  
0 2 3 7 0 0 8 1—Steel Shell\*  
3 1 8 1 2 4 9 6—Stone Statue of the Aztecs  
6 3 1 0 2 0 1 7—Stop Defense\*  
6 0 7 6 4 5 8 1—Stray Lambs  
7 0 7 8 1 0 5 2—Summoned Skull\*  
1 4 6 4 4 9 0 2—Summoner of Illusions  
3 3 9 5 1 0 7 7—Super War Lion  
4 4 0 7 2 8 9 4—Supply  
4 0 4 7 3 5 8 1—Susa Soldier  
4 0 4 5 3 7 6 5—Swamp Battleguard\*  
4 1 8 7 2 1 5 0—Swarm of Locusts  
1 5 3 8 3 4 1 5—Swarm of Scarabs  
1 6 5 8 9 0 4 2—Swift Gaia the Fierce Knight  
3 7 1 2 0 5 1 2—Sword of Dark Destruction\*  
9 8 4 9 5 3 1 4—Sword of Deep-Seated\*  
7 2 3 0 2 4 0 3—Swords of Revealing Light (5,000)\*  
8 5 2 5 5 5 5 0—Swordsmen from a Foreign Land\*  
1 8 8 9 5 8 3 2—System Down  
1 0 4 5 6 5 5 9—T.A.D.P.O.L.E.  
8 9 6 9 8 1 2 0—Tactical Espionage Expert  
2 8 7 2 5 0 0 4—Tainted Wisdom\*  
0 3 1 7 0 8 3 2—Takuhee\*  
0 0 7 3 2 0 2—Temple of Skulls\*  
7 8 0 6 0 0 9 6—Terrorking Salmon  
3 2 6 9 8 5 5—The All-Seeing White Tiger  
0 1 6 8 9 5 1 6—The Big March of Animals  
7 1 1 0 7 8 1 6—The Bistro Butcher\*  
4 1 1 4 2 6 1 5—The Cheerful Coffin\*  
6 1 5 0 3 3 9—The Creator  
9 7 0 9 3 0 3 7—The Creator Incarnate  
3 0 6 0 6 5 4 7—The Dark Door  
9 3 3 4 6 0 2 4—The Dragon Dwelling in the Cave  
6 6 9 8 9 6 9 4—The Earl of Demise  
6 6 3 6 2 9 6 5—The Fiend Megacyber  
3 1 0 7 6 1 0 3—The First Sarcophagus  
4 2 8 2 9 8 8 5—The Forceful Sentry (10,000)\*  
8 4 0 8 0 9 3 8—The Forgiving Maiden  
6 8 0 4 9 4 7 1—The Gross Ghost of Fled Dreams  
0 1 5 2 5 3 9 2—The Hunter With 7 Weapons  
8 3 7 6 4 9 9 6—The Illusory Gentleman  
8 6 0 9 9 7 8 8—The Last Warrior from Another Planet  
6 6 9 2 6 2 2 4—The Law of the Normal  
4 9 0 6 4 4 1 3—The Masked Beast  
3 2 5 4 1 7 7 3—The Portrait's Secret  
1 6 4 3 0 1 8 7—The Reliable Guardian\*  
7 6 3 0 5 6 3 8—The Rock Spirit  
5 6 4 3 3 4 5 6—The Sanctuary in the Sky  
0 4 0 8 1 0 9 4—The Second Sarcophagus  
4 3 4 3 4 8 0 3—The Shallow Grave\*  
2 9 4 9 1 0 3 1—The Snake Hair\*  
9 9 5 1 7 1 3 1—The Spell Absorbing Life  
7 8 2 4 3 4 0 9—The Thing In The Crater  
7 8 6 9 7 3 9 5—The Third Sarcophagus  
6 5 4 7 5 2 9 4—The Unfriendly Amazon  
5 1 2 7 5 0 2 7—The Unhappy Maiden\*  
9 7 8 8 8 5 4—The Wandering Doomed\*  
5 5 2 8 1 2 5 9—The Warrior Returning Alive  
5 1 8 3 8 3 5—Theban Nightmare  
8 7 9 9 7 8 7 2—Thein the Great Sphinx  
2 6 2 0 5 7 7 7—Thestalos the Firestorm Monarch  
4 1 4 6 2 0 8 3—Thousand Dragon  
6 3 3 9 1 6 4 3—Thousand Knives  
3 3 9 7 7 4 9 6—Thousand Needles  
2 7 1 2 5 1 1 0—Thousand-Eyes Idol  
6 3 5 1 9 8 1 9—Thousand-Eyes Restrict  
3 6 3 6 1 6 3 3—Threatening Roar  
7 6 0 7 5 8 1 0—Throwstone Unit  
6 9 1 9 6 1 6 0—Thunder Crash  
3 1 7 8 6 6 2 9—Thunder Dragon\*  
9 1 7 8 1 5 8 9—Thunder of Ruler  
7 1 6 2 5 2 2 2—Time Wizard\*  
8 3 6 7 5 4 7 5—Token Feastvil  
5 7 1 8 2 2 3 5—Token Thanksgiving
- 8 2 0 0 3 8 5 9—Toll\*  
6 9 5 7 2 0 2 4—Tonygo\*  
7 9 8 7 5 1 7 6—Toon Cannon Soldier  
9 0 9 6 0 3 5 8—Toon Dark Magician Girl  
4 2 3 8 6 4 7 1—Toon Gemini Elf  
6 5 4 8 9 4 8—Toon Mermaid\*  
9 1 8 4 2 6 5 3—Toon Summoned Skull\*  
8 9 9 7 7 2 8—Toon Table of Contents  
1 5 2 5 9 7 0 3—Toon World\*  
5 3 8 5 8 7 7—Tormentful Tribute (10,000)  
7 5 3 7 2 2 9 0—Total Defense Shogun\*  
9 4 2 5 6 0 3 9—Tower of Babel  
3 5 6 8 6 1 8 7—Tragedy  
4 2 3 4 8 8 0 2—Trakadon\*  
2 5 5 7 3 0 5 4—Transcendent Wings  
0 4 2 0 6 9 6 4—Trap Hole\*  
1 9 2 5 2 9 8 8—Trap Jammer  
4 6 4 6 1 2 4 7—Trap Master\*  
4 6 9 1 8 7 9 4—Tremendous Fire  
3 9 1 1 1 1 5 8—Tri-Horned Dragon  
3 1 8 4 1 6 7—Tribe-Infecting Virus (5,000)  
7 9 7 5 9 8 6 1—Tribute to the Doomed\*  
1 4 7 8 2 5 0—Tricky  
7 5 6 2 8 2 4—Tricky's Magic 4  
5 5 0 1 3 2 8 5—Troop Dragon  
3 4 8 5 3 2 6 6—Tsukuyomi  
7 6 8 0 6 7 1 4—Turtle Oath  
7 8 9 8 4 7 7 2—Twin-Headed Fire Dragon\*  
5 4 7 5 2 8 7 5—Twin-Headed Thunder Dragon  
8 3 2 8 0 7 3 2—Two Thousand Needles  
9 4 1 1 9 9 7 4—Two-Headed King Rex\*  
7 2 8 4 2 8 7 0—Tyhone\*  
5 6 7 8 9 7 5 9—Tyhone #2\*  
8 3 2 5 2 6 3—Tyranno Infinity  
6 0 8 0 6 4 3 7—UFO Turtle\*  
0 7 6 0 2 8 4 0—Uforoid  
3 2 7 5 2 3 1 9—Uforoid Fighter (3,000)  
2 2 4 3 1 2 4 3—Ultra Evolution Pill  
2 2 7 0 2 0 5 5—Umi\*  
8 2 9 9 6 2 9—Umiuruka\*  
8 5 9 3 6 4 8 5—United Resistance  
5 6 4 7 7 7 9 3—United We Stand (10,000)  
7 0 3 6 8 8 7 9—Upstart Goblin (2,000)\*  
7 5 3 4 7 5 3 9—Valkyrie the Magna Warrior\*  
4 6 5 7 1 0 5 2—Vampire Orchid  
3 5 7 5 2 3 6 3—Vermillion Sparrow\*  
3 9 7 7 4 6 8 5—Vile Germs\*  
1 5 0 5 2 4 6 2—Violet Crystal\*  
1 4 8 9 0 6 6—Vorse Raider\*  
1 2 6 0 7 0 5 3—Waboku\*  
1 3 9 4 5 2 8 3—Wall of Illusion\*  
5 4 5 3 9 1 0 5—War-Lion Ritual  
7 5 9 5 3 2 6 2—Warrior Dai Grepher  
9 0 8 7 3 9 9 2—Warrior Elimination\*  
5 6 4 1 3 9 3 7—Warrior of Tradition\*  
6 6 0 7 3 0 5 1—Warrior of Zera  
2 3 4 2 4 6 0 3—Wasteland\*  
9 3 3 4 8 9 4—Water Magician\*  
3 8 9 9 2 7 3 5—Wave-Motion Cannon  
0 9 7 8 6 4 9 2—White Dragon Ritual  
4 3 4 8 7 4 2—White Hole\*  
1 5 1 5 0 3 6 5—White Magical Hat  
8 1 8 3 9 4 7—White Magician Pikeru  
0 1 5 7 1 9 4 5—White Ninja  
7 7 5 4 9 4 4—Widespread Ruin\*  
8 7 7 9 6 9 0 0—Winged Dragon, Guardian of the Fortress #1\*  
5 7 1 1 6 0 3 3—Winged Kuriboh (3,000)  
9 5 8 5 3 4 5—Winged Kuriboh LV10 (3,000)  
9 2 9 4 4 6 2 6—Wings of Wicked Flame\*  
3 1 4 4 7 2 1 7—Wingweaver  
7 5 9 4 6 2 5 7—Witch Doctor of Chaos  
7 8 0 1 0 3 6 3—Witch of the Black Forest (10,000)\*  
8 0 7 4 1 8 2 8—Witch's Apprentice\*  
4 2 8 8 3 2 7 3—Wodan the Resident of the Forest\*  
5 6 3 6 9 2 8 1—Wolf Axwielder  
3 5 3 2 2 8 1 2—Woodborg Inpachi  
0 6 9 7 2 3 9—Woodland Sprite  
7 3 2 1 6 4 1 2—Worm Drake  
6 4 8 0 2 5 3—Wroughtweiller  
6 2 6 5 1 9 5 7—X-Head Cannon  
0 2 1 1 1 7 0 7—XY-Dragon Cannon  
9 1 9 9 8 1 1 9—XYZ Dragon Cannon  
9 9 2 4 7 6 1—XZ-Tank Cannon  
6 5 2 2 6 9 2—Y-Dragon Head  
7 0 3 4 5 7 8 5—Yamadron  
7 6 8 6 2 8 9—Yamata Dragon  
5 9 1 9 1 6 9—Yami\*  
0 3 0 7 8 5 7 6—Yata-Garasu (20,000)  
1 3 8 3 9 1 2 0—Yellow Gadget  
0 4 5 4 2 6 5 1—Yellow Luster Shield  
5 1 5 3 4 7 5 4—Yomi Ship  
2 5 1 1 9 4 6 0—YZ-Tank Dragon  
6 4 5 0 0 0 0 2—Metal Tank  
5 1 9 4 5 5 5 6—Zaborg the Thunder Monarch  
8 1 7 5 6 8 9 7—Zera Ritual  
6 9 1 2 3 1 3 8—Zera the Mant  
8 1 3 3 4 9 1—Zero Gravity  
2 4 3 1 1 3 7 2—Zoa\*  
1 6 2 6 8 8 4 1—Zolga  
4 7 6 9 3 6 4 0—Zombie Tiger  
3 1 3 3 9 2 6 0—Zombie Warrior\*  
8 8 4 7 2 4 5 6—Zombrya the Dark  
8 6 1 0 0 7 8 5—Zone Eater\*



# Nintendo DS tips

## ADVANCE WARS: DUAL STRIKE

### Unlock Additional Battle Maps

Insert either of the *Advance Wars* Game Boy Advance games into the GBA cartridge slot of your DS before powering on the system to play *Advance Wars: Dual Strike*. Select "Battle Maps" from the main menu and you'll find that additional maps are available. If you have *Advance Wars* inserted, you can purchase the Hachi's Land, Nell's Land and Advance Warpaper Battle Maps. If you have *Advance Wars 2: Black Hole Rising* inserted, you'll be able to purchase the Sturm's Land, Lash's Land and Advance Warpaper 2 Battle Maps. Each of these maps can be purchased for only one point.

### Unlock *Advance Wars* Custom Map

At the System Menu screen, choose "Design Room," then select "Map" and immediately hold down the L and R buttons while the screen fades out. A special pre-made map will appear with terrain that spells out "Advance Wars."

## ANIMAL CROSSING: WILD WORLD

### Get a Golden Shovel

Buy a second shovel from Tom Nook and bury one of them in the ground. Remember where you buried it, and dig it up 24 hours later to find a Golden Shovel. The Golden Shovel can be used to plant money trees, although they will not always bear fruit.

### Get a Golden Net

Catch all the fish that appear in the game to get the Golden Net from Tortimer. It is not necessary to donate them to the museum, as long as you have caught them all. Note that bugs given to you by another player do not count toward getting the Golden Net. The Golden Net is wider than the regular net, making it easier to catch bugs.

### Get a Golden Rod

Catch all the fish that appear in the game to get the Golden Rod from Tortimer. It is not necessary to donate them to the museum, as long as you have caught them all. Note that fish given to you by another player do not count toward getting the Golden Rod. The Golden Rod makes it slightly easier to catch fish.

### Get a Golden Can

Once Pelly or Phyllis deems your town perfect, keep it perfect for 16 days. The next time you speak to Pelly or Phyllis, you'll get the Golden Can. Using the Golden Can on withering flowers can turn flowers gold.

### Get a Golden Slingshot

Shoot 15 floating presents out of the sky with the Slingshot. The 16th present you see float by will be the Golden Slingshot, so don't miss it! The Golden Slingshot fires three bullets at a time, making it easier to shoot down presents.

### Get a Golden Axe

Buy a red turnip from Joan and bury it in the ground. This starts a long trading quest which can get you some rare items, such as Tom Nook's Pic, K.K.'s pic, Pascal's Pic and the Golden Axe. Water the red turnip daily and dig it up later. (For this purpose, you can dig it up after one day if you don't feel like spending the time.) The next time Wendell is in town, give him your red turnip. He'll either give you the country guitar or the turban. If you get the country guitar, give it to K.K. Slider the next Saturday and he'll give you his picture. But if Wendell gives you the turban, give it to Sahara to get either a message chair or a red vase. Give the red vase to Crazy Redd when he's in town to get the safe, which you should give to Tom Nook in exchange for his picture. If you got the message chair, give it to Tortimer on your town's next holiday to get a scallop. Give the scallop to Pascal when you next see him to get either the Golden Axe or Pascal's pic. You can start the quest over (by purchasing another red turnip) if you want to keep all of the items mentioned above.

## BRAIN AGE

### TRAIN YOUR BRAIN IN MINUTES A DAY!

#### Secrets

- If you say "Glasses, Glasses" into the DS microphone at the title screen, Dr. Kawashima's glasses will jump up and down.
- If you hold the SELECT button when choosing "Brain Age Check" from the menu opposite the

calendar, you will be allowed to choose which three tests you'd like to take instead of having them randomly chosen for you.

- If you hold the SELECT button when choosing "Graph" from the menu opposite the calendar, you will be taken to a special menu that allows you to see the top three results (including all players) in each of the tests in the Brain Age Check as well as in the standard Training mode.

## BUST-A-MOVE DS

### Unlock Sound Player

At the main menu, press SELECT, A, B, Left, Right, A, SELECT, Right, an option will appear that allows you to listen to the game's music.

## CASTLEVANIA: DAWN OF SORROW

### Unlock Items

If you start a new game of *Castlevania: Dawn of Sorrow* with a copy of the Game Boy Advance game *Castlevania: Aria of Sorrow* plugged into the GBA cartridge slot of your Nintendo DS, a special "Rare Ring" accessory will appear in your inventory.

## THE CHRONICLES OF NARNIA

### THE LION, THE WITCH AND THE WARDROBE

Enter the following codes at the title screen/main menu before you start or continue a game. You'll hear a sound to confirm each code.

Invincibility—A, Y, X, B, Up, Down, Down, Restore health automatically—Left, Right, Up, Down, A, A, A, A

Stronger attacks—A, Up, B, Down, X, X, Y, Stronger weapons—Left, Up, A, B, Right, Down, X, Y

Max. money—Up, X, Up, X, Down, B, Down, B

Max. stats—Left, B, Up, Y, Down, X, Right, A

Get armor—A, X, Y, B, Up, Up, Up, Down

## DRAGON BOOSTER

### Passwords

Choose "PassWord" from the main menu and enter any of the codes listed below. Note: For clarity's sake, we will identify the password symbols by numbering them from left to right according to the following legend:

- 1—Penn Racing symbol (gold), back row
- 2—Dragon Eye symbol (black), front row
- 3—Dragon Flares symbol (red), back row
- 4—Army of the Dragon symbol (purple), front row
- 5—Grip of the Dragon symbol (dark green), back row

- 6—Prophecy symbol (orange), front row
- 7—Inner Order symbol (dark blue), back row
- 8—Dragon Fish symbol (light blue), front row
- 9—Dragon Wind symbol (white), back row
- 10—Will of the Dragon symbol (brown), front row

- 11—Mechanists symbol (gray), back row
  - 12—Keepers symbol (light green), front row
  - 13—Voice of the Dragon symbol (cyan), back row
- Each time you enter a password correctly, you'll see the word "SUCCESS" flash on the top screen.

- 9, 13, 6, 5, 5, 12—Unlimited sprint meter
- 9, 7, 10, 5, 13—999,999 dracmas (money)
- 2, 5, 4, 11, 6, 2—Unlock Shadow Booster and Shadow Dragon

- 12, 6, 12, 10, 13, 3—Unlock Dragon Booster and Legendary Beau

- 5, 12, 13, 5, 8, 11—Obtain Green Charging Gear
- 9, 2, 13, 8, 1, 12—Obtain Blue Energy Bolt Gear
- 13, 9, 8, 12, 10, 1—Skills Competition vs. Wulph
- 1, 9, 3, 6, 5, 2—Dragon-Human Duel vs. Reepyr
- 1, 7, 5, 3, 2, 11—Sprint meter cannot be recharged

- 11, 11, 11, 11, 11, 11—Obstacles and enemy attacks do super damage to your character in All City Race/Free Run
- 7, 8, 13, 12, 10, 10—Draconium bars in All City Race/Free Run are replaced by sushi

## FEEL THE MAGIC: XY/XX

### Unlock Items

To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the DS before turning the system on. When the *Feel the Magic: XY/XX* game loads, a message will appear on the screen to confirm what has been unlocked.

Insert *Sonic Advance* cartridge—Unlock Maniac Head Piece 17

Insert *Puyo Pop* cartridge—Unlock Maniac Head Piece 19

Insert *Sonic Pinball Party* cartridge—Unlock Maniac Head Piece 20

Insert *Chu Chu Rocket!* cartridge—Unlock Maniac Head Piece 20

Insert *Sonic Battle* cartridge—Unlock Maniac Head Piece 21

### Disappearing Bikini

Select "Option" from the main menu, then select the Japanese language setting. Exit from the Option menu to the main menu and you'll find that the bikini has been removed from the female silhouette.

### Sample Your Voice

Press Down + Y at the title screen, then speak into the microphone while the recording icon is blinking at the bottom of the lower screen. The sound you recorded will now play randomly as part of the music at the title screen. Press Down + X to trigger the recording on command, press Down/Left + X to play it at a slower speed or press Down/Right + X to speed it up.

## FROGGER: HELMET CHAOS

### Unlockable Costumes

If you play *Frogger: Helmet Chaos* with one of the following Game Boy Advance games plugged into the GBA cartridge slot of your Nintendo DS, a special costume will be unlocked at the Costumes menu as indicated:

*Frogger's Journey: The Forgotten Relic*—Unlocks Punk costume

*Frogger's Adventures 2: The Lost Wand*—Unlocks Pirate costume

## KIM POSSIBLE: KIMMUNICATOR

### Cheat Codes

At any time during gameplay (not while paused), hold L + R and enter any of the following codes. You'll hear a chime to confirm as soon as you release the L and R buttons.

Refill health—A, A, A, Y

Invincible to enemy attacks—Y, Y, Y, X, A, B

One extra life—A, A, A, Y, X, Y

99 lives—A, A, A, Y, X, Y, B, A

9,999 electronic parts—Y, Y, X, B, A, Y

Max. gadgets/medkits—Y, Y, X, B, A, Y, Y, A

Unlock all missions—X, Y, X, A, X, B

Unlock all outfits—B, A, X, Y, A, B

## KIRBY: CANVAS CURSE

### Secret Characters

• Waddle Dee Ball—Finish the game once. When you start a game from the same file, Waddle Dee will be revealed as a new playable character. He only has four hit points, and cannot obtain powers. He's also much lighter than Kirby.

• Dedede Ball—After you unlock the Waddle Dee Ball, you can buy the Dedede Ball in the Medal Swap for 20 medals. He has seven hit points, and swings a hammer when you tap him. He also cannot obtain powers. He's much larger and heavier than Kirby.

• Meta Knight Ball—After you unlock the Dedede Ball, you can buy him in the Medal Swap for 25 medals. He only has three hit points. He's much lighter than Kirby, but he's slightly stronger.

• Waddle Doo Ball—After you've beaten the game at least once, insert Kirby and the Amazing Mirror or Kirby: Nightmare in Dreamland into the Game Boy Advance cartridge slot of your DS. When you start a game of Kirby: Canvas Curse, Waddle Doo Ball will be available. An alternative way to unlock him is to beat the game with all four of the other characters. He has five hit points and the Beam ability. He can't obtain any other powers.

### Jump Game Medal

The Jump Game unlocks in the Game Select menu after you beat the game with every character. If you manage to launch Kirby 1,500 meters, you'll land right on top of a medal, which is sitting on the course. The best way to launch Kirby this far is to preserve enough ink so you can draw a second ramp when Kirby is already in the air.

## NEW SUPER MARIO BROS.

### Play as Luigi

At the "Select a File" menu in Mario Game (single player) mode, highlight your save file, then hold L + R and press A; you will hear Luigi say his name to confirm that you have entered the code correctly.

### Fireworks

To trigger the fireworks that appear when you touch the flagpole at the end of a stage, make sure that the last two digits of the timer are the same number (i.e. 99, 88, etc.) at the exact instant when Mario or Luigi touches the flagpole. If your timing is right, you will be rewarded with explosions equal to that number. Since each explosion is worth 4,000 points, you can get a total of 36,000 extra points at the end of each stage instead of the maximum of 8,000 points earned by just hitting the top of the flagpole. Activating fireworks also triggers a Toad House to appear at each stage's starting point, with a reward inside that is also determined by the last two digits of the timer. If the numbers are 11, 22 or 33, you'll find a random power-up inside the Toad House that appears. If they're 44, 55 or 66, you'll get a 1-Up, and if they're 77, 88 or 99, the Toad House will contain a Mega Mushroom.

### Unlock Worlds 4 and 7

Upon reaching World 2 and World 5, you will notice alternate paths out of these levels leading to World 4 and World 7, respectively. Defeating the castle boss of World 2 or World 5 will unlock the upper path leading out of the World. In order to unlock the lower, alternate path out of each World, you'll need some preparation in the form of Mini Mario. Either snag a Mini Mushroom from the final castle of World 2 or World 5, or bring a Mini Mushroom with you and defeat the boss as Mini Mario. After beating the castle boss, Mini Mario will notice the lower path leading out of the castle and the alternate path will be unlocked. You can also use the appropriate warp cannons to travel to these levels (see "Unlocking Warp Cannons").

### Unlock Warp Cannons

There are five warp cannons in *New Super Mario Bros.*, and each one leads to a different world. Here's how to unlock them: World 1 Warp Cannon (World 1-Tower)—In the room where you collect Coin 3, jump over to the right wall, but don't enter the door. Instead, hop onto the block just above you and walk through the hole. You'll need Shell Mario to break through the blocks in the next room, so be sure to bring a Blue Koopa Shell with you.

World 2 Warp Cannon (World 2-A)—To unlock this warp cannon, you must enter the area which contains Coin 3 in World 2-A. After obtaining the Coin, take the warp pipe to reach the alternate exit and unlock the warp cannon.

World 3 Warp Cannon (World 3-Ghost House)—Activate the first ! Switch block and ascend the stairs above you. Continue past the first door and hit the second ! Switch block, then use the moving platform to jump up to the stairs and run further to the right, all the way to the far wall.

At the bottom of the stairs there, hit the brick to reveal the third ! Switch block and get ready to run! You must quickly go back up the stairs, over the gap and down the stairs to your left where the second ! Switch block is. If you make it there while the third switch is still activated, you'll see another door next to the second switch. Enter this door and you'll be transported to the alternate exit, unlocking the warp cannon on this stage.

World 4 Warp Cannon (World 4-Ghost House)—This door is in the same area as the third Coin on this stage, so you'll have to bring Mini Mario with you to get up there. In the second section, run to the right until you see the green pipe that leads to the exit, but don't go in. As Mini Mario, jump up on top of the pipe, then wall-jump as high as you can against the pipe and move to the right. There will be a ledge that you can reach in the upper right corner of the room. Once on the ledge, wall-jump back and forth up the small tunnel until you get to the door. Enter the door and cross the flagpole to complete the stage, unlocking the path to the warp cannon.

**World 5 Warp Cannon (World 5-Ghost House)**—Just above the door that leads to the second Coin, there is a row of three bricks. Stand on the bricks and jump straight up; you'll hit an invisible block above each one. Jump up onto the newly visible block in the center, then jump straight up to reveal a climbing vine (if you're Super or Fire Mario, you'll have to duck while jumping to find it). Climb the vine and wait for the boxing ghost at the top to clear the bricks for you, then enter the door. You'll then find yourself on an elevator platform. Stand on the platform as it rises and wait as it ascends past the jack-o-lanterns, shakes back and forth, and then drops back to the bottom. After the drop, it will quickly rise back up to the top and take you straight to the exit door, leading to the flagpole and the path to the warp cannon.

**Toad Houses, Alternate Paths and Hidden Levels** In addition to the warp cannons, there are several hidden paths, stages and Toad Houses that can be unlocked by taking alternate exits out of specific stages.

**Unlock Toad House and Alternate Path to Tower in World 1 (World 1-2)**—Take the alternate green pipe exit (where Coin 3 is located) to open the path to the red Toad House and a shortcut to the first Tower.

**Unlock World 2-A (World 2-3)**—In the second section, hit the ? block to raise the water level. Swim upward into the next room and hit the second ? block to further raise the water level, allowing you to exit the room via the upper right corner. This leads to the alternate exit, unlocking the path to World 2-A.

**Unlock Toad House in World 2 (World 2-4)**—You'll need a Mini Mushroom to access this path. Past the first Coin, there's an area filled with pipes, Piranha Plants and water. Use your Mini Mushroom and drop down into the water, then run to the left; you'll find a small pipe that leads to the alternate exit, opening a path to the red Toad House at the bottom of the map.

**Unlock World 3-B (World 3-2)**—Just past the first Coin, you'll need to ride an orange mushroom to continue through the stage. As you begin the ride, you should see three pipes jutting out from the top of the stage, colored red, yellow and green. Jump up into the green pipe and you'll be warped to an area with a Spin block and a P Switch block. Hit the Switch block, collect the coins in this room and go down the green pipe on the right. Make your way through the sea of wild orange mushrooms here and at the end you'll find the alternate exit to this stage, unlocking the path to Stage 3-B.

**Unlock Toad House in World 4 (World 4-1)**—While riding the blue sea monster, you'll see a group of bricks with a ? block on each end. Jump from the head of the beast onto the bricks and jump directly in the center to hit a hidden block with a vine leading up. Climb the vine to reach the alternate exit leading to the green mushroom house nearby.

**Unlock Warp Pipe in World 5 (World 5-2)**—Between the midway point and the end of the stage, look for a big ice block with two red Buzzy Beetles patrolling it, and a green pipe with a Piranha Plant coming out of the ceiling. Dodge the Beetles and kill or avoid the Piranha Plant, then jump up into the green pipe. This pipe leads to an alternate exit for this stage and unlocks the path to the warp pipe below it on the map.

**Unlock Second Warp Pipe in World 5 (World 5-B)**—You'll need to bring a Shell Mario to reach the hidden exit here. Just after the midway point, there's a spot where you can wall-jump up and then hop onto the roof to the left. Use Shell Mario to run and break the bricks to clear your way to the alternate exit and a hidden teleport.

**Unlock Toad House and Alternate Path to Tower in World 7 (World 7-Ghost House)**—This one requires a Mini Mushroom. After hitting the ? switch in the first room, enter the door on the lower right. Your goal is a door on the upper left side of the room, but getting to it will be a lot harder than it sounds from this description. Use your Mini Mushroom, then activate the P Switch block in the center of the room. Run to the left, getting as much speed as possible, and jump up to the higher path. When you see the blue wall of bricks, wall-jump off of it and to the right, as high and as far across as you can get. You should be able to reach the ledge above you and the door sitting upon it if you can wall-jump before the P Switch block's effect ends. Enter the door and hop onto the flagpole to exit the stage and unlock the path to a Toad House and a shortcut to the Tower.

**Unlock Toad House and Alternate Path to Castle in World 7 (World 7-4)**—For this one, you'll need another Mini Mushroom. In the upper left cor-

ner of the stage, there's a Flying ? block to the left of the third Coin. Use your Mini Mushroom, then use a Spin block to jump up onto the flying block. From the flying block, jump up and to the left into the small crevice just above you, then jump from the crevice up and back around to the left again to get over the cliff. Once you're over, jump up into the small pipe you find there and you'll be brought to the alternate exit. Once you've crossed the flagpole, the path to a Toad House and a shortcut to the Castle will open.

**Unlock World 7-A (World 7-5)**—Just before the end of this stage, in front of the giant Bullet Bill cannon, there is a pyramid of blocks with a Bob-omb pacing atop it. Stomp the Bob-omb and place him on the left side of the bricks, two levels from the top, then carefully run to the left one screen and grab the Bob-omb there before it walks into the pit. Place it into the space you just cleared with the first Bob-omb, and if your bombing skills are up to snuff, you'll blast open a path to the green pipe below. Enter the pipe, collect your coins and take the green pipe on the right to find the alternate exit to this stage. Hopping this flagpole unlocks the path to Stage 7-A.

**Unlock World 7-7 (World 7-6)**—At the midway point for this stage, you'll see two rows of bricks with two Koopa Paratroopers underneath. Break the top row of bricks, then hit the center brick in the bottom row to reveal a vine. Climb the vine to enter a new area with another orange mushroom for you to ride across the stage. At the end of your ride, there will be a green pipe extending from the top of the screen; hop up into it to find the alternate exit to this stage. Exiting here unlocks Stage 7-7.

## NINTENDOGS

### Extra Treats

When you're training your dog to learn tricks, a yellow light bulb will appear over its head. You can grab the light bulb and feed it to your dog like a treat! You might also notice that sometimes a yellow bone will appear if you've been petting your dog a lot. You can feed this to it, too.

### Constant Walks

Usually you can only walk your dog every half-hour. However, there is a trick that you can use to get around this limitation. Walk your dog to the park, then switch one of its accessories. The game will automatically save. Turn off the game and you can take your dog for a walk again immediately! This is a great way to increase your chances of finding rare presents.

### Mystery Presents

When walking your dog, sometimes you'll see a present just lying on the sidewalk. Your dog will only pick it up if you notice the present and jerk your pooch in the direction of the present. These presents are usually better than the ones that are already marked by Question Marks on the map.

## PING PALS

### Special Holiday Items

Play the game on the following dates (or change the date at the DS Clock menu to the date indicated) to unlock the corresponding item in the Shop:

**Birthday hat**—Play on the date that you specified as your birthday in the DS User menu  
**Valentine (boy)**—Play on February 14th  
**Valentine (girl)**—Play on February 14th  
**Snowflake sweater**—Play on March 17th  
**Bat Treats**—Play on October 31st  
**Jack hat**—Play on October 31st  
**Succubus**—Play on October 31st  
**Elf skirt**—Play on December 25th  
**Jolly suit**—Play on December 25th  
**Merry cap**—Play on December 25th  
**"Miss" Month**—Play on the 1st of the month  
**"Mr." Month**—Play on the 15th of the month  
**Unlock Shantae Background**

At the main DS menu (before you start to play *Ping Pals*), select the DS icon at the bottom of the screen to enter the system settings menu. Select the clock/calendar icon, then change the current time to 23:59 or earlier. Now turn on the DS and watch the seconds hand of the clock on the upper screen at the main DS menu. When the clock reaches midnight (00:00), you'll hear a chime; you must tap the "*Ping Pals*/THQ" button (to load the game) at that exact second. When the game starts, check the item shop and you'll find the Shantae Background available for sale.

## POLARIUM

### Puzzle Passwords

The following puzzle passwords appeared on Nintendo's *Polarium* Web site in Japan. If you enter them by accessing the "Password" option

from the Puzzles/Edit menu, you can save them as your own custom puzzles, to solve and to trade with the DS Wireless Link.

**Unicycle (Difficulty: C)**  
1 6 9 8 7 5 5 7 9 2  
8 6 2 7 6 0 4 7 9 2  
7 9 8 2 7 0 1 3 0  
**Tank (Difficulty: B)**  
1 1 3 6 0 9 0 1 2 2  
1 6 3 1 9 1 0 7 1 2  
9 7 5 6 8 8 0 2 8 1  
**Yacht (Difficulty: B)**  
1 7 8 9 8 3 4 6 5 0  
3 8 1 2 4 9 7 9 1 2  
8 0 2 7 1 8 2 3 6 3  
**Helicopter (Difficulty: A)**  
0 0 2 3 2 2 2 7 2  
6 9 6 9 6 8 6 6 8 2  
5 6 8 0 2 9 8 8 1 2  
**Bullet Train (Difficulty: B)**  
7 4 2 9 4 3 4 4 0 4  
8 3 2 9 6 5 7 1 1 0  
6 2 4 3 3 0 7 2 2 0  
**Dolphin (Difficulty: B)**  
3 6 2 7 9 9 3 3 2 3  
5 3 8 6 1 6 8 0 2 3  
9 4 7 9 7 2 5 9 9 2

## PUYO POP FEVER

### Unlock All Gallery Items

Choose "Options" from the main menu, then select "Gallery." At the Gallery menu, highlight "View Cut scenes," hold the X button and press **Up, Down, Left, Right**. You'll hear a sound to confirm; now all of the cutscenes and the voice samples for all characters will be unlocked.

### Endless Puyo POP Character Select/Pattern Change

Select "Endless Puyo POP" from the main menu, then highlight the mode you wish to play and press **Up, Down, X, A**. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Also, if you hold the X button down while selecting your character, you will be able to play with that character's puyo pattern instead of the "classic" pattern (Arie's pattern). Note that your high scores will not be saved when playing with the character-select active.

### Single Puyo POP Character Select

Select "Single Puyo POP" from the main menu, then highlight the mode you wish to play and press **X, Down, Up, A**. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Note that no cutscenes will appear and your high scores will not be saved when playing with the character-select active.

### Classic Pattern

If you hold X while selecting your character in Single or Everybody mode, you will play with the "classic" puyo pattern (Arie's pattern) instead of the pattern of the character you chose.

### Everybody Puyo POP Cheat

To force the computer player(s) to lose during a game of Everybody Puyo POP, hold **L + R** and press **SELECT**.

### Computer Control

In any game mode with a handicap option before the match, if you hold the **SELECT** button down while choosing your handicap, the computer will control your character.

### Bonus Pictures

If you play *Puyo Pop Fever* with a copy of the Game Boy Advance version of *Puyo Pop Fever* plugged into the GBA cartridge slot of your Nintendo DS, you'll find extra pictures of the characters in the Gallery under "View Cut scenes."

### Microphone Tricks

- If you blow into the DS microphone at the main menu screens, bubbles will appear and the menu options will bounce.
- If you blow into the DS microphone during the instructional demo, the characters on the bottom screen will turn around to look at you.
- If you blow into the DS microphone when the map is displayed on the bottom screen during a cutscene, the character will react. Blow gently and the character will fight the wind; blow hard and he or she will be blown away.
- If you blow into the DS microphone during a match, your character will speak.
- If you blow into the DS microphone at the title screen, a mini-game will begin. A score will be displayed and a giant puyo will fall from the top screen. The object is to keep the puyo from falling off the bottom screen by using the stylus to bounce it back up. For best results, keep the stylus in contact with the touch screen and push the puyo up from below. You'll score a point for each bounce. After ten bounces, another puyo will appear; after 20 more bounces, a third will appear, with more appearing every ten bounces after that (up to a maximum of six). The last puyo to appear will be a nuisance puyo. If any

one puyo falls off the screen or if you hit a puyo in its center, all of the puyo on the screen will pop. You can also push all of the puyo back up at once by blowing into the DS microphone, but you lose points for doing this.

### Secret Mini-Game

If you complete the WakuWaku Course or Hara-Hara Course in Single Puyo POP mode at Normal difficulty or higher, you can play a mini-game while the credits are being displayed. Look closely at the pictures of each character and find the difference between the picture on the top screen and the one on the bottom screen. If you tap the part of the picture that's different on the touch screen, it will advance to the next character. (Note: You must tap it twice.) Nine different characters will be displayed in succession, or 16 if you cleared the course without continuing. If you identify the flaw on all of the characters before the credits end, a special picture will be displayed.

## RESIDENT EVIL: DEADLY SILENCE

### Special Key

If you clear the game and get the "best" ending for either character, you will earn a special key. (To get the best ending when playing as Jill, you must rescue both Chris and Barry. To get the best ending when playing as Chris, you must rescue both Jill and Rebecca.) If you load your game from a save where you unlocked the key, it will appear in your inventory at the start of the game. The key unlocks the door behind the dressing room (the room with the huge mirror on the wall) on the first floor of the mansion. You have to get the Armor Key first so you can unlock the big brown double doors to the east of the central room. Inside this room are brand-new outfits for Chris and Jill; one each in Classic mode and two each in Rebirth mode.

### Master of Knifing

Beat the game once in either Classic or Rebirth Mode to unlock a five-stage mini-game called "Master of Knifing."

### Rocket Launcher

If you beat the game in under three hours, you'll unlock a Rocket Launcher with unlimited ammo that you can use from the start.

Note that items that you unlock are restricted to the file you used to save your clear data—if you got it by playing Jill/Classic, you can only use the item during a replay of Jill/Classic, etc.

## THE RUB RABBITS!

### Unlock Items

To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the DS before turning the system on. When *The Rub Rabbits!* game loads, a message will appear on the screen to confirm what has been unlocked.

Insert *Sonic Advance* cartridge—Unlock 04 accessory in Maniac Dress-Up

Insert *Sonic Advance 2* cartridge—Unlock 04 accessory in Maniac Dress-Up

Insert *Puyo Pop* cartridge—Unlock 05 accessory in Maniac Dress-Up

Insert *Sonic Battle* cartridge—Unlock 06 accessory in Maniac Dress-Up

Insert *Space Channel 5: Ulala's Cosmic Attack* cartridge—Unlock 06 accessory in Maniac Dress-Up

Insert *Sonic Pinball Party* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

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Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up



# PSP tips

## ARCHER MACLEAN'S MERCURY

### Cheat Code

Choose "Two Player Game" from the main menu. At the "Please enter your name" screen, enter "HG?", then return to the main menu. Now select "New Game" (or "Continue Game"); when the world select screen appears, hold L + R and press SELECT to unlock all of the levels (and most of the movies at the Watch Movies menu). Hold L + R and press SELECT again to lock the levels.

## ATV OFFROAD FURY: BLAZIN' TRAILS

### Cheat Passwords

Select "Options" from the main menu, then select "Player Profile." Scroll down to "Enter Cheat" and enter any of the following codes. Note the spaces in some of the codes. Also note the lowercase letters in the first code, and the number zero in the fifth code.

All ACCESS—Unlock everything except the Fury bike  
BILLBOARDS—Unlock all music videos  
DUBS—Unlock all tires  
DUDS—Unlock all rider gear  
NOGAME—Unlock all events  
SMOG TEST—Unlock all exhausts  
TO LAZY—Unlock all ATVs except the G-Ride or Fury bike  
TRICK IT OUT—Unlock all bike parts  
\$MONEYBAGSS—Earn 1500 credits  
+THREE—Unlock Ravage Talon ATVs

## CRASH TAG TEAM RACING

### Cheat Codes

At the title screen, hold L + R and enter any of the following codes:

Unlock alternate Crash costume—□, □, □, □  
Toy car mode—0, 0, △, □  
Increased driving speed—0, 0, △, △  
Disable HUD—□, □, △, 0  
Townfolk have chickens for heads—X, 0, 0, □  
Destory rival cars upon collision—X, 0, 0, X

## DARKSTALKERS CHRONICLE

### THE CHAOS TOWER

#### Unlock EX Options

At the main menu, highlight "Options," hold the L button and press X. Continue to hold the L button down until the EX Options menu appears. Here you can set the number of Specials you start with and more.

#### Secret Characters

Enter the following codes to reveal secret characters at the character-select screen in Arcade mode:

Oboro Bishamon—Highlight Bishamon, hold the START button and press any Punch or Kick button

Shadow—Highlight the "?" box, press the START button five times, then press any Punch or Kick button (Note: Shadow always assumes the form of the character who lost the previous match.)

Marionette—Highlight the "?" box, press the START button seven times, then press any Punch or Kick button (Note: Marionette always assumes the form of her opponent.)

#### Alternate Stage Colors

At the Stage Select screen in Network or Training mode, highlight the name of any stage, hold the START button and press any Punch or Kick button to play in an alternate version of that stage with different colors.

## DEAD TO RIGHTS: RECKONING

### Unlock All Cheats

Enter "DoggieStyle" as your profile name (be sure to capitalize only the "D" and the "S"). Now choose "Options" from the main menu and the "Cheats" menu will be unlocked.

## DEATH JR.

### Cheat Codes

At any time during gameplay, press START to pause the game, then hold the L button and enter any of the following codes. Note that many of these codes have effects that can be turned off by entering the same code again.  
Increased health and damage resistance—Up, Up, Down, Down, X, 0, △, □, X, X  
Invincibility—Up, Up, Down, Down, Left, Left, Right, Right, □, △

Unlock all weapons—Up, Up, Down, Down, Left, Right, Left, Right, X, □

Refill ammo—△, △, X, X, □, 0, □, 0, Down, Right  
Unlimited ammo—△, △, X, X, □, 0, □, 0, Right, Down

Fill Pandora Assist meter—Up, Up, Down, Down, Up, Right, Down, Left, X, X

No souls required to open Eyedoor—Up, Left, Down, Right, Left, △, □, X, 0, □

Free Seep—Left, Left, Right, Right, Left, Right, Left, Right, X, X

Unlock all levels and free all characters—Up, Up, Up, Up, Down, Down, Down, Left, X, X

You must enter any stage, then re-enter the Museum to see the effects of this code)

Earn Assist Extender—Up, Up, Down, Down, △, △, X, X, △, △

Earn a widget—Right, Up, Down, Up, △, Up, Left, □, △, Right

Big head mode—△, 0, X, □, △, Up, Right, Down, Left, Up

Giant scythe mode—△, □, X, 0, △, Up, Left, Down, Right, Up

Psychidelic monster and scythe trails—△, Up, 0, Right, X, Down, □, Left, △, Up

Multicolored monster and scythe trails—Down, X, Down, X, Down, X, Down, X, Down, X

Alternate weapon names—Down, Down, Up, Up, Left, Right, Left, Right, □, △

Alternate attack names—Up, Up, Down, Left, △, △, □, X, 0, □

Bullet holes become random pictures—Up, Right, Down, Left, Up, △, 0, X, □, △

Warp to The Basement—Down, X, Down, X, Down, X, Down, Up, △

Warp to The Museum—Up, X, Down, X, Down, X, Down, X, Down, X

Warp to Basic Training stage—Up, △, Up, X, Down, X, Down, X, Down, X

Warp to Advanced Training stage—Down, X, Down, X, Down, X, Down, X, Down, X

Warp to Seep's Hood stage—Down, △, Down, X, Down, X, Down, X, Down, X

Warp to The Corner Store stage—Down, X, Up, X, Down, X, Down, X, Down, X

Warp to My House stage—Down, X, Down, X, Down, X, Down, X, Down, X

Warp to Udder Madness stage—Down, X, Down, X, Up, X, Down, X, Down, X

Warp to How a Cow Becomes a Steak stage—Down, X, Down, X, Down, X, Down, X, Down, X

Warp to The Burger Tram stage—Down, X, Down, X, Down, X, Up, X, Down, X

Warp to Higher Learning stage—Down, X, Down, X, Down, X, Down, X, Down, X

Warp to Growth Spurt stage—Down, X, Down, X, Down, X, Down, X, Up, X

Warp to Bottom of the Bell Curve stage—Down, X, Down, X, Down, X, Down, X, Down, X

Warp to Big Trouble in Little Downtown stage—Up, △, Down, X, Down, X, Down, X, Down, X

Warp to Moving On Up stage—Down, △, Up, X, Down, X, Down, X, Down, X

Warp to Burn It Down stage—Down, X, Up, △, Down, X, Down, X, Down, X

Warp to Happy Trails Insanitarium stage—Down, X, Down, △, Up, X, Down, X, Down, X

Warp to Inner Madness stage—Down, X, Down, X, Up, X, Down, X, Down, X

Warp to Shock Treatment stage—Down, X, Down, X, Down, △, Up, X, Down, X

Warp to Into the Box stage—Down, X, Down, X, Down, X, Up, △, Down, X

Warp to Final Battle stage—Down, X, Down, X, Down, X, Down, △, Up, X

## FRANTIX

### Cheat Codes

Hold L + R at the main menu. A codes menu will appear; use it to enter the following codes:

INVINC1—Invincibility  
INVINC0—Disable "invincibility" cheat

LVLANY1—Unlock all levels  
LVLANY0—Disable "unlock all levels" cheat

## GRADIUS COLLECTION

### Earn All Power-Ups

At any time during gameplay, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, L, R. This code will only work with Gradius II, Gradius III, Gradius IV and Gradius Gaiden, and can only be entered once per stage.

## GRAND THEFT AUTO: LIBERTY CITY STORIES

### Secret Cheat Codes

Enter the following cheat codes at any time during the game (not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Most of the codes cannot be deactivated once you've turned them on; you must exit the game in order to restore the game to normal. Do not save your game after entering codes; if you do, the codes may be permanently activated in your save file. Also, some codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes in effect at once. The codes that cause vehicles to appear may not work if you're too far from a street or other area where vehicles are allowed to drive. Activating cheat codes will lower your criminal rating number.

Unlock all game locations, gangs and characters in Multiplayer menu—Up, Up, Up, Up, △, △, 0, L, R

Full health—L, R, X, L, R, □, L, R

Full armor—L, R, 0, L, R, X, L, R

Earn \$250,000—L, R, △, L, R, 0, L, R

Weapons Set 1 (Brass Knuckles, Knife, Molotov Cocktail, Handgun, Shotgun, Machine Gun, AK-47, Flamethrower, Sniper Rifle)—Up, □, □, Down, Left, X, Right

Weapons Set 2 (Brass Knuckles, Katana, Remote-Controlled Grenades, Revolver, Sawed-Off Shotgun, MAC-10, M-16, RPG, Semi-Automatic Sniper Rifle)—Up, 0, 0, Down, Left, 0, X, Right

Weapons Set 3 (Brass Knuckles, Chainsaw, Grenades, Revolver, Automatic Shotgun, Submachine Gun, M-16, Gatling Gun, Semi-Automatic Sniper Rifle)—Up, X, X, Down, Left, X, X, Right

Lock "Wanted" level at 0—L, L, △, R, R, X, □, 0

All vehicles explode—L, L, Left, L, L, Right, X, 0

Improved vehicle handling—L, Up, Left, R, △, 0, Down, X (with this code in place, you can also press Down on the D-pad to make your vehicle jump)

Cars can drive over water—0, X, Down, 0, X, Up, L, L

Rhino (tank) appears—L, L, Left, L, L, Right, △, 0

Trashmaster appears—△, 0, Down, △, 0, Up, L, L

Left-handed controls (see below)—Down, Down, Down, X, X, □, L

Left-handed controls (same as above; see below)—X, X, X, Down, Down, Right, L, R

The latter two codes will rotate the screen display completely upside-down and partially remap the controls to allow you to play left-handed; i.e. with the analog stick on the right and the action buttons on the left. With the screen inverted, the Up/Down controls are reversed and the △/X controls are reversed; all other buttons retain the same functions. To return to normal, enter either of the following codes:

Return to normal display—Up, Up, Up, △, △, □, R, L

Return to normal display (same as above)—△, △, △, Up, Right, L, R

## GRETZKY NHL

### Cheat Code

Choose "Gretzky Challenge" from the main menu, then select "Unlockables." When the Unlockables menu appears, press the START button to access the code entry screen and enter the code "SHOENLOC" to unlock all unlockable items.

## GRETZKY NHL 06

### Cheat Password

Choose "Features" from the main menu, then select "Gretzky Challenge" and "Unlockables." Press the START button at the "Unlockables" screen to bring up the password entry screen and enter the code "CONHEOSL" to unlock all unlockable items.

## HOT SHOTS GOLF: OPEN TEE

### Cheat Code

Choose "New Game" at the title screen. When the "Create Data" screen appears, enter the code "STNEPO" to unlock all characters, courses, caddies and items. This code also maxes out your HSG Rank, Challenge mode rank and character loyalty levels.

## MEDIEVAL: RESURRECTION

### Cheat Menu

At any time during gameplay, press START to pause the game, then hold R and press Down, Up, □, △, △, 0, Down, Up, □, △ while the game is paused. A cheat menu will appear with options to toggle invincibility on or off and to unlock all weapons. Repeat the code to disable the menu.

## METAL GEAR ACID

### Card Passwords

Choose "Password" from the main menu and enter the following passwords to unlock the corresponding cards:

v i p e r—Unlock card #173 Viper  
m i k a—Unlock card #178 Mika Slayton  
k a r e n—Unlock card #182 Karen Hojo  
j e h u t y—Unlock card #184 Jehuty  
x m e i g h t—Unlock card #199 XM8

## METAL GEAR ACID 2

### Card Passwords

Choose "Password" from the main menu and enter the following passwords to unlock the corresponding cards:

S I G N T—Unlock Mr. Sigint card  
M C C Y—Unlock Roger McCoy card  
V I P E R—Unlock Viper card  
M I K A—Unlock Mika Slayton card  
K A R E N—Unlock Karen Hojo card  
J E H U T Y—Unlock Jehuty card  
X M E I G H T—Unlock XM8 card

## MIDNIGHT CLUB 3: DUB EDITION

### Cheat Passwords

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following case-sensitive passwords. Entering the same password a second time will disable the cheat.

u r b a n s p r a w l—Unlock all cities in Arcade Mode, additional Ordered Races, Circuit Races, additional Autocross and additional Track races  
c r o s s c o u n t r y—Same as above  
r o a d t r i p—Same as above

o n t h e r o a d—Vehicle takes no damage  
h y p e r a g r o—Increase car weight in Arcade Mode

k u b m i r—Add \$1 to your total in Career Mode

r i m b u k—Subtract \$1 from your total in Career Mode

t r y t h i s a t h o m e—Player has flaming head

g e t t h e a d j—Player's head is a blue globe

g e t t h e a d k—Player's head is a pumpkin

g e t t h e a d l—Player has rabbit ears

g e t t h e a d m—Player has snowman's head

g e t t h e a d n—Player's head is a white blob

h a v e y o u s e n t h i s b o y—Player wears a black suit

## MIDWAY ARCADE TREASURES

### EXTENDED PLAY

#### Change Screen Resolution

While playing a game, press the START button to pause, then hold L, 0 or Down on the D-pad and press the 0 button repeatedly to toggle between several different screen resolution settings, one of which should be a "pixel-perfect" reproduction of the original arcade game's screen proportions. Note that this code has no effect in the following games: Arch Rivals, Cyberball 2072, Mortal Kombat, Mortal Kombat II, Mortal Kombat 3 and Xenophobe.

## MLB

### Cheat Codes

At any time during the game, press the START button to pause, then enter any of the following codes at the pause menu. You will not receive any special confirmation each time you enter a code correctly.

Increased pitch speed—Up, Up, Left, Right, Left, Right, Up, Up

Faster players (running and fielding)—Left, Left, Left, Up, Right, Right, Right, Down

Slower players (running and fielding)—Right, Right, Right, Up, Left, Left, Left, Down

Big ball—Up, Right, Down, Left, Right, Down, Left, Up

Big heads—Left, Right, Up, Up, Left, Right, Up, Up

Small heads—Left, Right, Down, Down, Left, Right, Down, Down  
All starters become random *MLB* development team members—Left, Down, Up, Right, Left, Down, Up, Right  
No sound effects—Up, Up, Down, Down, Left, Right, Left, Right

#### MVP BASEBALL

**Cheat Code**  
Choose "My MVP" from the main menu, then select "Create/Edit Player" and create a player named "Dan Carter". As soon as you enter the last name, a message will appear to inform you that all of the rewards have been unlocked.

#### MX VS. ATV UNLEASHED: ON THE EDGE

**Cheat Codes**  
Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following passwords:  
m i n i m o t o—Unlock the 50cc bike class  
b i g b o r e—Unlock the 500cc bike class  
c o u c h e s—Unlock all ATVs  
b r a p—Unlock all bikes  
l e a d f o o t—Unlock all machines  
h u c k i t—Unlock all Freestyle tracks  
n o t m o t o—Unlock all Open Class tracks  
g o o u t s i d e—Unlock all National tracks  
h i t t e s k y—Unlock all Big Air tracks  
g o i n s i d e—Unlock all Supercross tracks  
p i t p a s s—Unlock all tracks  
i a m t o g o o d—Unlock pro physics  
w a r d r o b e—Unlock all gear  
b r o k e a s a j o k e—Earn 1,000,000 points for the store  
t o o l a z y—Unlock everything

#### NBA BALLERS: REBOUND

**Cheat Passwords**  
Select "Inside Stuff" from the main menu, then choose "Phrase-ology" and enter any of the following phrases:  
B A L L A B O V E A L L—Unlock Jason Terry's alternate gear  
B R I N G I T—Unlock Jalen Rose's alternate gear  
R A D I O C O N T R O L L E D C A R S—Unlock Ben Wallace's alternate gear  
C H E C K M Y C R I B—Unlock Vince Carter's alternate gear  
D U B D E U C E—Unlock Special Shoe #1  
S T U D E N T O F T H E G A M E—Unlock Michael Finley's alternate gear  
A N K L E B R E A K E R—Unlock Steve Francis's alternate gear  
L I V I N G L I K E A B A L L E R—Unlock Tracy McGrady's alternate gear  
I N T H E P A I N T—Unlock Dikembe Mutumbo's alternate gear  
M A K E I T T A K E I T—Unlock Tim Duncan's alternate gear  
R A G S T O R I C H E S—Unlock Nene Hilario's alternate gear  
D I E S E L R U L E S T H E P A I N T—Unlock Shaquille O'Neal's alternate gear  
G L O V E I S I N L A—Unlock Gary Payton's alternate gear  
H A I R C A N A D A—Unlock Steve Nash's alternate gear  
L A K E R L E G E N D S—Unlock Magic Johnson's alternate gear  
F A S T F O R W A R D—Unlock Rashard Lewis's alternate gear  
H O O S I E R—Unlock Larry Bird's alternate gear  
R I P—Unlock Richard Hamilton's alternate gear  
N B A F A S T B R E A K—Unlock Darko Milicic's alternate gear  
R I S I N G S T A R—Unlock Steve Francis's alternate gear  
C E N T E R O F A T T E N T I O N—Unlock Yao Ming's alternate gear  
Z O—Unlock Alonzo Mourning's alternate gear  
T O T H E H O L E—Unlock Kenyon Martin's alternate gear  
G I V E A N D G O—Unlock Jason Williams's alternate gear  
T R U E B A L L E R—Unlock Isiah Thomas's alternate gear  
P O W P O W P O W—Unlock Pau Gasol's alternate gear  
C O L D S T R E A K—Unlock Special Shoe #2  
B O S S H O S S—Unlock Kevin Garnett's alternate gear  
W O R L D—Unlock Wally Szczerbiak's alternate gear  
B A L L E R U P R I S I N G—Unlock Eddie Jones's alternate gear  
S P E C I A L D E L I V E R Y—Unlock Karl Malone's alternate gear  
D R E A M S & S C H E M E S—Unlock Mike Bibby's alternate gear  
L O S T Y A S H O E S—Unlock Special Shoe #3  
P L A T I N U M P L A Y A—Unlock Stephen Marbury's alternate gear  
S T O P D R O P A N D R O L L—Unlock Jerry Stackhouse's alternate gear

STYLIN' & PROFILIN'—Unlock Baron Davis's alternate gear  
G O N E G O L D W I T H I T—Unlock Grant Hill's alternate gear  
R I M W R E C K E R—Unlock Darryl Dawkin's alternate gear  
T O W E R S O F P O W E R—Unlock Bill Walton's alternate gear  
R I S I N G S U N—Unlock Amare Stoudemire's alternate gear  
M A K E Y O U R M A R K—Unlock Shawn Marion's alternate gear  
B R I N G D O W N T H E H O U S E—Unlock Rasheed Wallace's alternate gear  
K I L L E R C R O S S O V E R—Unlock Allen Iverson's alternate gear  
R U N A N D S H O O T—Unlock Tony Parker's alternate gear  
2 4 S E C O N D S—Unlock Chris Webber's alternate gear  
O N E O N O N E—Unlock Julius Irving's alternate gear  
T H E I C E M A N C O M E T H—Unlock George Gervin's alternate gear  
D U N K F E S T—Unlock Dominique Wilkin's alternate gear  
P E N E T R A T E A N D P E R P E T R A T E—Unlock Walt Frazier's alternate gear  
P I S T O L P E T E—Unlock Pete Maravich's alternate gear  
N B A B A L L E R S R U L E S A L L—Unlock Kareem Abdul Jabbar's alternate gear  
P A S S T H E R O C K—Unlock Jason Kidd's alternate gear  
W I L T T H E S T I L T—Unlock Wilt Chamberlain's alternate gear  
C L Y D E T H E G L I D E—Unlock Clyde Drexler's alternate gear  
J A P A N E S E S T E A K—Unlock Kobe Bryant's alternate gear  
K I N G J A M E S—Unlock LeBron James's alternate gear  
N E W T O T H E G A M E—Unlock Carmelo Anthony's alternate gear  
M A N U—Unlock Emanuel Ginobili's alternate gear  
A L L S T A R—Unlock Ray Allen's alternate gear  
T H E C H I E F—Unlock Rober Parish's alternate gear  
C E L T I C S D Y N A S T Y—Unlock Bill Russell's alternate gear  
O L D S C H O O L M V P—Unlock Rick Barry's alternate gear  
H A L L O F F A M E—Unlock Willis Reed's alternate gear  
L O S T F R E E S T Y L E F I L E S—Unlock Moses Malone's alternate gear  
O L D S C H O O L—Unlock Wes Unseld's alternate gear  
N A T E T H E S K A T E—Unlock Nate "Tiny" Archibald's alternate gear  
H O L L A B A C K—Unlock Kevin McHale's alternate gear  
A I N T N O U n l o c k O s c a r R o b e r t s o n ' s a l t e r n a t e g e a r T H I N G—  
B A L L H A W K—Unlock Antoine Walker's alternate gear  
R E B O U N D—Unlock Elton Brand's alternate gear  
T H E A N S W E R—Unlock Allen Iverson's alternate gear  
N B A B A L L E R S T R U E P L A Y A—Unlock all players in all modes, alternate gear for all NBA players and all movies in Film Vault  
C E L T I C S S U P R E M E—Unlock Paul Pierce's alternate gear  
N I C E Y A C H T—Unlock Ben Gordon's yacht  
I C E H O U S E—Unlock Karl Malone's Devonshire estate  
E U R O C R I B—Unlock Kobe Bryant's Italian estate  
P R E P S C H O O L—Unlock Yao Ming's childhood grade school

#### NEED FOR SPEED MOST WANTED 5-1-0

##### Cheat Codes

Start a new game and enter the following case-sensitive names as your player's name to unlock the following cheats:  
I k a - c h i n g—Start with \$500,000  
I b a c o n—Start with \$100,000 and unlock all Pursuit vehicles in Tuner Takedown mode  
! t u n e r - w e l l—Start with \$200,000 and unlock 237 performance upgrades  
I k i n g - c r o w n—Start with \$100,000, unlock all tracks in Quick Play mode and defeat all opponents except Clarence Callahan in Career mode  
I g i d d y - u p—Start with \$500,000 and unlock all vehicles for purchase  
I g e t - s e t—Start with \$100,000, unlock all tracks in Quick Play mode and unlock all Pursuit vehicles in Tuner Takedown mode  
I m r . b l o n d e—Start with \$500,000, unlock all tracks in Quick Play mode, unlock all Pursuit vehicles in Tuner Takedown mode, unlock all vehicles for purchase and unlock 237 performance upgrades

#### NEOPETS: PETPET ADVENTURES

##### Start With Five Chocolate Doglefox Bars

At the name entry screen, enter treat4u as your player's name. You will hear a confirmation sound and the entered name will default back to "Player1." Enter any name you choose and begin a new game, then check your inventory for the chocolate.

#### NFL STREET 2: UNLEASHED

##### Cheat Codes

Choose "Options" from the main menu, select "Cheats & Codes" and enter any of the following codes. A confirmation message will appear each time you enter a code correctly, which will make you very happy. Note that the codes can be enabled and disabled at the Cheats & Codes screen after entry.  
W A E F S C T—Unlock AFC West All-Stars  
E A A S F S C T—Unlock AFC East All-Stars  
N A O F R C T H—Unlock AFC North All-Stars  
S A O F U C T H—Unlock AFC South All-Stars  
E N A S F S C T—Unlock NFC West All-Stars  
N N O F R C T H—Unlock NFC East All-Stars  
N A S 6 7 8 4—Unlock NFC North All-Stars  
S N O F U C T H—Unlock NFC South All-Stars  
s t r 2 m k r y z—Unlock Legends Team and Gridiron  
T e a m X z i b i t—Unlock Team Xzibit  
R e e b o k—Unlock Team Reebok  
E A F i e l d—Unlock EA Field  
N o z B o o s t—Unlimited Turbo  
T r i c k 3 D o u t—All Chains Mode  
Note: The remaining codes will only work in Single Player Quick Game Mode:  
G r e a s e d P i g—Fumble mode  
G l u e H a n d s—No Fumble mode  
N o C h a i n s—No Chains mode  
F i r s t F i r s t—10-yard first downs  
I l x G B C r a Z—2x GameBreaker  
X x G B C r a Z—10x GameBreaker  
S h r u n k e n—Tiny players  
B I G S m a s h—Gargantuan players  
B I G P i g—Big ball mode  
R u i n e d P i c n i c—Ants mode  
B l o o m i n g G r o u p—No textures  
G o t t a B D S h o e s—Max. Speed  
M a g n e t H a n d s—Max. Catch  
B l a s t T a c k l e—Max Tackle  
C e m e n t S h o e s—Weak jumping and O-moves  
S i g h s M a t t e r s—Random size

#### PAC-MAN WORLD 3

##### Unlock All Levels

At the main menu, quickly press Left, Right, Left, Right, O, Up. A message will appear to confirm the code if you've entered it quickly enough.

#### SMART BOMB

##### Cheat Code

At the title screen—while the words "PRESS START BUTTON" are flashing—press Down, Right, Up, Left, Right, O, O. After a few seconds, two spinning icons will appear in the corner of the screen to confirm. This code unlocks the "Challenge" and "Special" modes, all the bombs in Story mode and all the difficulty settings in Arcade mode. By accessing the bomb select screen in Story Mode, you can also unlock all the bombs in Multiplayer Timed mode and all the difficulty settings in Multiplayer Points mode.

#### SPIDER-MAN 2

##### Cheat Passwords

Select "Options" from the main menu, then choose "Specials." Now select "Cheats" and enter any of the following codes:  
N E R G E T S—Invincibility  
F I L L M E U P—Infinite webbing  
M Y H E R O—Unlock all special moves  
W A R P U L O N—Unlock all levels  
P O P P Y C O R N—Unlock all movies  
S H U T T—Unlock all production art  
F R Z F R A M E—Unlock storyboard viewer  
S P I D E Y M A N—Tiny Spider-Man  
H E A V Y H E A D—Spidey has a big head and feet  
B A H L O O N I E—Enemies have big heads and feet

#### STAR WARS: BATTLEFRONT II

##### Cheat Codes

At any time during gameplay in Galactic Conquest or Instant Action modes, press START to pause the game and enter any of the following codes. Enter the same code a second time to disable its effect.  
Infinite ammo—Up, Down, Left, Down, Down, Left, Down, Down, Left, Down, Down, Left, Right  
Invincibility—Up, Up, Up, Left, Down, Down, Down, Left, Up, Up, Up, Left, Right

#### TONY HAWK'S UNDERGROUND 2: REMIX

##### Cheat Codes

Choose "Game Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. You will hear a swooshing sound each time you enter a code correctly.  
t i g h t r o p e—Unlock Perfect Rail cheat at the in-game Cheats menu  
b i r d m a n—Unlock THPS1 Tony Hawk in Secret Skaters

#### TWISTED METAL: HEAD-ON

##### Cheat Codes

Enter any of the following codes during gameplay (not while paused). A confirmation message will appear at the top of the screen each time you enter a code correctly. Entering the same code again will disable the code in most cases.  
Invulnerable—Right, Left, Down, Up, L + R  
Killer weapons—X, X, Up, Up, L + R  
Infinite weapons—X, X, Down, Down, L + R  
Mega guns—X, X, X, X, L + R  
Exchange weapons for health—X, X, O, L + R

#### VIRTUA TENNIS

##### Cheat Codes

At the main menu, hold the L button and enter any of the following codes. A confirmation sound will confirm correct code entry.  
Unlock all stadiums in Exhibition mode—Up, Down, Left, Right, O, O  
Unlock the King & Queen in Exhibition and Tournament modes—Up, Down, Up, Down, O, O  
Begin World Tour mode with \$1,000,000—Up, Down, Left, Down, X, X, X  
Earn \$2,000 every week in World Tour mode—Up, Down, Right, Down, O, O, X  
Being World Tour mode ranked #1—Left, Right, Down, Up, O, O, X  
Unlock all racquets and clothing in World Tour mode—Right, Left, Right, Right, Up, Up, Up

#### WRC: FIA WORLD RALLY CHAMPIONSHIP

##### Cheat Passwords

When starting a new game, enter any of the following names at the "Profile" screen to unlock the desired cheat. You will get a confirmation message upon correct code entry.  
U G L Y M U G S—Unlock extra avatars  
A I T R I A L—Enable time trial ghost cars  
D O V E C A M—Enable bird's eye camera view  
M A X P O W E R—Enable supercharger  
S P O O K Y—Enable ghost car  
R E V E R S E—Reverse controls  
P A D L O C K—Unlock everything

#### X-MEN LEGENDS II: RISE OF APOCALYPSE

##### Cheat Codes

Enter each of the following codes at the menu screen indicated. For each code, you should hear a scraping sound when you enter the second-to-last button in the code, and you should hear a beep when you press START to complete the code. If you don't hear the scraping sound or the beep, exit and return to the menu where the code is entered, then enter the code before you have pressed any other buttons at that particular menu.  
Unlock all Skills—Press Left, Right, Left, Right, Down, Up, START at the Team Management screen  
Max. Stats + 98 Skill Points—Press Up, Down, Up, Down, Left, Up, Left, Right, START at the Team Management screen  
Unlimited Xtreme Meter—Press Left, Down, Right, Down, Up, Up, Down, Up, START at the Team Management screen (can also be entered during gameplay)  
Earn 100,000 Tech Bits—Press Up, Up, Up, Down, Right, Right, START at the Equipment menu  
Super speed—Press Up, Up, Up, Down, Up, Down, START at the Pause menu (can also be entered during gameplay)  
Unlock all characters—Press Right, Left, Left, Right, Up, Up, Up, START at the Team Management screen  
Unlock all Skins—Press Down, Up, Left, Right, Up, Up, START at the Team Management screen  
Unlock all Comics—Press Right, Left, Right, Up, Up, Right, START at the Review menu  
Unlock all Concepts—Press Left, Right, Left, Right, Up, Up, Down, START at the Review menu  
Unlock all Cinematics—Press Left, Right, Right, Left, Down, Down, Left, START at the Review menu  
Unlock all Screens—Press Right, Left, Right, Left, Up, Up, Down, START at the Review menu  
Unlock all Danger Room modes—Press Right, Left, Right, Left, Up, Down, Up, Down, START at the main menu



# ACTION REPLAY CODES

Codes for use with Action Replay MAX Game Enhancer  
(PlayStation 2) and Action Replay Game Enhancer  
(GameCube and Game Boy Advance)



## PlayStation 2

### The Da Vinci Code

AZA0-FUK8-Y11M9 + 0HVX-D9AH-MZTC4—[M] Must be on  
8Q5P-VATA-DBHGH + HH98-4N92-MZ576—Infinite health + one-hit  
kills + unlock all levels, items, notes

### Grand Theft Auto: Liberty City Stories

BP6M-K9TQ-VN23C + YTOR-QFYJ-VYJY7—[M] Must be on  
HQEJ-MGPU-JCN6Z + KH8J-9ZH4-M5VNW + UJFT-XBP5-A8ERA—  
Infinite cash  
28KT-WT5G-24BVM + 37MJ-UGTE-RUHAH + HQF7-NM6F-6EFX4—  
Infinite ammo  
UQDE-AWWY-C0EN4 + G9V3-9QVA-GHXR—200% game speed  
ZUAJ-3QP0-K38DF + 9047-JN02-QTHAE—50% game speed  
HHZV-T8ZK-6KD4F + 13U2-28K1-5XJAN—25% game speed  
W77W-H7HD-3AQCY + M60H-5YG0-PP4J9 + YK8M-PYTG-2GR8H +  
M60H-5YG0-PP4J9 + V4XW-8A4M-2K58W + M60H-5YG0-PP4J9 +  
H6U2-PG8R-8EDN4—Press **SELECT** + **R1** to restore health  
3G5R-63YZ-AR8A7 + TGN4-P5PD-3ZGR8—Armor never decreases  
WCBF-UYNQ-WQPDH + AD8X-ZCCN-7TMWU +  
6K17-UK7D-4HYAA—Press **Up** to disable Mission timer  
PFXA-W17N-U0B86 + NUR2-CGQD-WBAEH + CB50-RQCV-CUMXV—  
Press **Down** to enable Mission timer  
NRXG-AG46-PM8PE + MWW8-2Q9E-9VYRZ + ETBT-5B4G-3MKD4—  
Press **Left** to disable Out of Car timer  
GWT3-V19U-VD005 + F27K-KM9P-51Z3D + 46K7-V3FJ-1ENH9—Press  
**Right** to enable Out of Car timer  
5GHE-N07M-7AHPQ + BCT2-2BT1-6M142—Big head mode  
KFFE-2YMX-ZQG2Y + TX28-ZM4Z-CBK5C—Super fast time  
TM9X-P40A-C8UY7 + TK2M-E4KU-UAFV9—Invisible car bodies  
VJ2C-8806-J4BU6 + M39W-X09X-04HAQ—No bike tires  
4HJC-ZP7J-AEP0H + D06P-E049-5WM8C—Tiny bike tires  
P9P8-P6U6-0CF4J + THXD-XMJB-9QXAZ—Big bike tires  
6EU3-N9M3-ZTRHD + C31J-QHAE-1525M—Gigantic bike tires  
F475-816W-T6ZUY + 3TKG-86FB-4B5ZC—Super car traction  
XABG-TGJ8-U7U95 + YZDZ-ER2K-7QZVX—Exploding cars

### Hitman: Blood Money

TDYX-XYJ9-WD8XT + 36C7-17N9-9U24W—[M] Must be on  
6PDW-PEFP-2KT8V + 4BJ9-4EKF-9RGWW—Infinite saves  
NKH9-4NBB-5478B + EB7F-MVAN-1Y230—Never reload  
6MNT-13TK-4ETTE + UK4C-B9K3-4UEE7—Infinite ammo  
V0GE-HQ2M-CM6HE + 18ZE-6MJE-XYB5H—Infinite cash  
EPUD-93D1-9NC7R + N18M-SUXF-27XJX—Infinite health

### Jaws: Unleashed

5VW4-X89Z-6BU1Z + TAZU-9MMV-TZP4U—[M] Must be on  
F22T-JWHB-15599 + 765K-95UU-V1BB2—Max. points  
MX16-BQZV-THT5U + 30A8-QKTZ-PYX3W—Infinite health  
C216-BRJ7-2W5TP + VN3T-HH1G-C7JAD + EFMA-CY01-0Y2G0 +  
NRDD-Q8NV-JNDYD—All movies unlocked

### Monster Rancher EVO

VFGM-KFJ5-YXAXV + VPHY-M0ZH-YKRQ2—[M] Must be on  
YZJR-UQQY-03FBK + E1EU-FRAT-NK9EX—Max. cash  
BM78-409Q-3MWZA + AGW5-UECH-72EP9 + QYXZ-WTJU-RR6U7—  
Book complete  
BVWJ-5K3M-NYCTD + 8N59-6Z8W-6DC5H—Max. AP (Monster 1)  
BDTD-A5CV-DZG4A + F87X-K97Q-AKVVP—Max. AP (Monster 2)  
15P3-PW0X-YR5T8 + 9AUW-CGNV-PV79Q—Max. AP (Monster 3)

### Rogue Trooper

OZJ5-8AP2-3XXMV + PTYY-49MH-OEAQ9—[M] Must be on  
G4C6-998T-PPFGT + GM7J-E9D1-6BZV4—Never reload standard gun  
Q2Y3-GCUK-1X9Y1 + 01X8-5DXE-TZ9Q3—Never reload sniper rifle  
U6DD-A7CA-MDH26 + XFX0-XH8F-E2UTZ—Never reload shotgun  
NBVY-FG9H-46BXZ + NZ19-NGPV-8QZ81—Salvage points never de-  
crease  
UK61-R7V0-70J4V + 8CVG-DH2T-QFA1R—Gun emplacements don't  
overheat

95FN-DTWP-UVT15 + X4EK-HUCJ-3H40K—Infinite items/grenades  
KEDH-YE1C-2GYV1 + HWUZ-J8NT-RXKNM—Infinite Holodeco  
power  
C7UV-J3TC-X3KMC + DRY9-2DNR-W1Q9F—Low gravity ragdoll  
5MV8-HE23-K24F3 + 09MM-TG8P-RUU2N—Infinite supplies  
55MD-X1N2-XGZ9F + P0JV-0NPD-RYN7J—Infinite health  
9CPC-GQAJ-VMTEX + JGQH-KX4G-RDKNZ—Extreme ragdoll  
9J9X-5TA0-54UW0 + EC45-HBF4-QGUN1—Hippie blood

### Steambot Chronicles

9UR5-035X-6B9R0 + D9BG-DCU0-D4NTP—[M] Must be on  
XVCU-NA16-RCEG4 + T5PD-PN5Z-DFD3X—Max. money  
6KDD-VYFW-KQTBZ + BTG3-Q0XB-K7MF6—Condition always sated  
FB29-ZEU1-NU0G2 + C08E-NX71-HXJK9—Max. HP  
FFPF-EV5N-KYMM4 + WD08-B1VW-6GTDW—Infinite HP  
34EU-ZG5A-7M6ND + A2E7-PC9U-7RE19—Max. fuel  
ZEJA-JR2N-UHKY6 + BEG1-145J-W0WV6—Infinite fuel  
BFQV-3P7P-4349J + 2BUN-QGQ-8BUBT—Max. boost  
FMGT-8865-ZX7YF + 9928-5DN8-GX80D—Infinite boost

### Teen Titans

NR3P-W9DJ-AXAE7 + M2P0-XQQY-2C051—[M] Must be on  
A6X5-V7NA-3T2T4 + QXM0-APB4-7ZREF + DCJ4-9M9E-18NDT—Un-  
lock all characters  
0282-F3Q0-VHH26 + 4XYX-EYA9-3UH8A + 7C75-E2H2-R2Y3A—Un-  
lock all arenas  
65CX-GGT4-67JDR + 0NA2-G0MA-QF3CK + 101R-3RYQ-0BTEN—Un-  
lock Extra (Gallery 1)  
DWA1-0E2A-W4CBX + AQMZ-6NN0-Z2DRF + AW3G-VK5P-2KZA2—  
Unlock Extra (Gallery 2)  
F66T-T8JT-XWPU2 + P0MQ-HBG2-M39FX + J3PX-VW0N-PPJMC—  
Unlock Extra (Gallery 3)

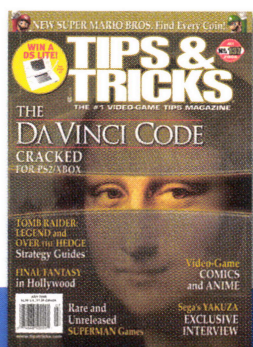
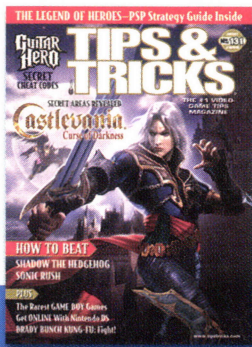
### X-Men: The Official Game

9CUU-VKE4-Z4YG6 + RYBP-3K41-2YPPV—[M] Must be on  
MD9N-HKX2-ECZV0 + JFHK-466C-ND928—Infinite health  
43R3-RRZ3-X1K9H + RD3W-M6C7-5K2HZ—Disable timer (Missions)  
J24U-CGFW-RFKQR + Y96X-BYH7-GNY03—Disable timer (Danger  
Room)  
PC2T-V9QZ-9QZPA + MAD2-OJTB-XP501—Infinite energy (Storm)  
6Z96-33UB-UJTEA + PH6C-THVW-13GP5—Wolverine always wears  
standard costume  
WE82-R678-5VW8V + 7DPK-Y260-AJ1YF—Wolverine always wears  
street clothes  
9HZ4-270R-WWVK7 + K3GA-HH3C-EEB8Y—Wolverine always wears  
comic costume  
RYVG-3WMN-PWXP0 + P7NY-WYHR-DT7GA—Iceman always wears  
standard costume  
65N0-8N7J-E863A + FA9G-ZDZM-B3HEH—Iceman always wears  
street clothes  
K2V6-EEE5-CEHVY + R7UT-H6C2-TEN1F—Iceman always wears  
comic costume  
CGYX-P0E8-U4T6B + TW17-EMTQ-BY1U8—Nightcrawler always  
wears standard costume  
K46N-22TA-7RNJQ + RGPA-CEVX-CTDMK—Nightcrawler always  
wears street clothes  
8VR9-JBGB-BPWD6 + YHXD-BUEP-W7Y3Z—Nightcrawler always  
wears comic costume

## GameCube

### X-Men: The Official Game

W622-CKZE-99XJ3 + QBC8-RRWA-JVCWQ—[M] Must be on  
1UB9-34PC-5Y5PJ + 4KGN-MDG0-GE569—Infinite health  
QW1B-75M2-DNC15 + D80Z-4QEK-2P96V—Infinite Storm attacks  
EQ8N-CE1G-TKEVD + YDYP-E1PT-4X4TG—Infinite Rage  
FFFU-KNXU-7KF5C + 3ZBF-BJUJ-7EDN5—Timers frozen  
K7AM-163M-00QGV + 6YNW-1GYD-KJTEV + BN0B-HJ53-80CWN +  
PBE3-RKX0-G98V5 + 66ZD-HQTW-GUEGR + 9DQB-N5AF-R9CZH—  
Hold **L** + **R** while hitting for quick Boss death



## BACK ISSUES

### 2003

May 2003: Tenchu—Wrath of Heaven  
Army Men: Sarge's War, Dynasty Warriors 4, Tao Feng: Fist of the Lotus, The Legend of Zelda: The Wind Waker (Part 2)

August 2003: Wario World  
Ape Escape 2, Outlaw Volleyball, Dragon Ball Z: The Legacy of Goku II, Wakeboarding Unleashed

November 2003: Mega Man X7  
Viewtiful Joe, Dungeons & Dragons Heroes, The Simpsons: Hit & Run, Teenage Mutant Ninja Turtles

December 2003: Ratchet & Clank  
Going Commando: Kirby Air Ride, SSX3, Star Wars: Rebel Strike, Castlevania: Lament of Innocence

### 2004

January 2004: Tony Hawk's Underground  
I-Ninja, True Crime: Streets of L.A., Dragon Ball Z: Budokai 2

February 2004: Final Fantasy X-2  
Mario Kart DS, Star Wars: The Force Unleashed, Missions: The Legend of Zelda: The Wind Waker, Monster Rancher 4

March 2004: Sonic Heroes  
Baldur's Gate: Dark Alliance II, Wrath Unleashed, Maximo vs. Army of Zin, Metal Slug 5

April 2004: Fight Night—Round 2  
Super Punch-Out!!—Tenchu: Wrath of Shadows, Star Wars: The Force Unleashed, Grand Theft Auto: San Andreas, Halo 2

May 2004: Pokémon Colosseum  
Onimusha: Blade Warriors, Ninja Gaiden, Metroid: Zero Mission

June 2004: Tom Clancy's Splinter Cell—Pandora Tomorrow  
Harvest Moon—A Wonderful Life, Siren, Samurai Warriors

July 2004: Hitman—Contracts  
Transformers, Onimusha 3—Demon Siege, Shrek 2, Space Raiders, River City Ransom EX

August 2004: Dragon Ball Z—Supersonic Warriors  
Harry Potter and the Prisoner of Azkaban, Psi-Ops: The Mindgate Conspiracy, Red Dead Revolver, The Chronicles of Riddick: Escape From Butcher Bay, Champions of Norrath (Part 4)

September 2004: Spider-Man 2  
Star Ocean: Till the End of Time (Part 1), Crimson Tears, Driv3r, Astro Boy: Omega Factor, Puyo Pop Fever, Champions of Norrath (Part 5)

October 2004: Madden NFL 2005  
ESPN NFL 2K5, Mega Man: Xtreme 2, Missions: The Legend of Zelda: The Wind Waker, Star Ocean: Till the End of Time (Part 2)

November 2004: Mortal Kombat—Deception  
Burnout 3: Takedown, SWS Championship vs. Capcom 3, Star Wars: The Force Unleashed, Star Ocean: Till the End of Time (Part 3)

December 2004: Need for Speed—Underground 2  
Paper Mario: The Thousand-Year Door, Gradius V, Dragon Ball Z: Buu's Fury, X-Men Legends, Guilty Gear Isuka

### 2005

January 2005: Metal Gear Solid 3—Snake Eater  
Grand Theft Auto: San Andreas (Vol.1), Halo 2 (Vol.1), Viewtiful Joe 2 (Part 1), Bloodrayne 2, Metroid Prime 2: Echoes, Growlanser Generations, Dead or Alive Ultimate

February 2005: GoldenEye—Rogue Agent  
Spider-Man 2, Dragon Ball Z: Budokai 3, Metal Slug Advance, Mario Power Tennis, Grand Theft Auto: San Andreas (Vol.2), Halo 2 (Vol.2), Viewtiful Joe 2 (Part 2)

March 2005: Star Wars—Knights of the Old Republic II  
Shadow of Rome, The King of Fighters 2002/2003, Mercenaries, Resident Evil 4, Grand Theft Auto: San Andreas (Vol.3), Halo 2 (Vol.3), SpongeBob SquarePants Movie

April 2005: Fight Night—Round 2  
Super Punch-Out!!—Tenchu: Fatal Shadows, Star Fox: Assault, Oddworld: Stranger's Wrath, Grand Theft Auto: San Andreas (Vol.4), Halo 2 (Vol.4)

May 2005: Dragon Ball Z—Sagas  
Tekken 5, Gran Turismo 4, Dynasty Warriors, Psychonauts, Grand Theft Auto: San Andreas (Vol.5), Halo 2 (Vol.5)

June 2005: Doom III  
God of War, Unreal Championship 2, Area 51, TimeSplitters: Future Perfect, Grand Theft Auto: San Andreas (Vol.6), Halo 2 (Vol.6)

July 2005: Advent Rising  
Kirby: Canvas Curse, Samurai Western, Juiced, Grand Theft Auto: San Andreas (Vol.7), Halo 2 (Vol.7)

August 2005: Destroy All Humans!  
Medal of Honor: European Assault, FlatOut, Killer 7, Riviera: The Promised Land, Grand Theft Auto: San Andreas (Vol.8), Halo 2 (Vol.8)

September 2005: Full Alchemist 2—Curse of the Crimson Elixir  
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October 2005: The Incredible Hulk—Ultimate Destruction  
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November 2005: Marvel Nemesis—Rise of the Imperfects  
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December 2005: Call of Duty 2—Big Red One  
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### 2006

January 2006: Castlevania—Curse of Darkness  
Shadow the Hedgehog, Sonic Rush, The Legend of Heroes, Grand Theft Auto: San Andreas (Vol.13), Halo 2 (Vol.13)

February 2006: Gauntlet—Seven Sorrows  
Tokobot, King Kong, Mario Kart DS, Grand Theft Auto: San Andreas (Vol.14), Halo 2 (Vol.14)

March 2006: 24—The Game  
Teen Titans, Full Auto, Chibi-Robo!, Grand Theft Auto: San Andreas (Vol.15), Halo 2 (Vol.15)

April 2006: Resident Evil—Deadly Silence  
Black, Final Fight: Streetwise, River King: A Wonderful Journey, Grand Theft Auto: San Andreas (Vol.16), Halo 2 (Vol.16)

May 2006: Kingdom Hearts II (Part 1)  
The Outfit, Odama, Mega Man: Powered Up, Sonic Riders, Grand Theft Auto: San Andreas (Vol.17), Halo 2 (Vol.17)

June 2006: Rampage—Total Destruction  
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July 2006: The Da Vinci Code  
New Super Mario Bros., Tomb Raider: Legend, Over the Hedge, Animation Station (Vol.1), Mega Mania (Vol.2), Final Fantasy World, Halo 2 (Vol.19), Video-Game Comics (Vol.3)

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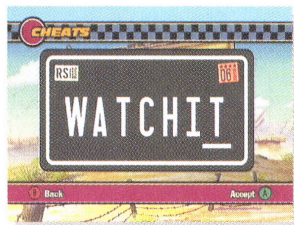


# DO YOU KNOW THE SECRET OF THE MYSTERY CODES?

**TIPS & TRICKS** may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we still can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you might win a prize....



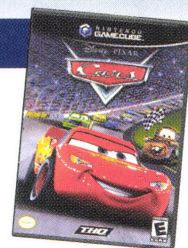
## #71 CARS



**The Code:** Select "Options" from the main menu, then choose "Cheat Codes" and enter the following code:

**WATCHIT**

**What We Know:** This code unlocks all of the locked movie clips and deleted scenes in the PS2 and Xbox versions of *Cars*, but the GameCube version does not have any movie clips; the developers probably removed them from the game because GameCube discs can not hold as much data as full-sized DVD-ROMs. So even though the code is accepted with the same confirmation sound as the rest of the known codes, it probably does nothing in the GameCube version. But we've been wrong before. *Can you solve the mystery?*



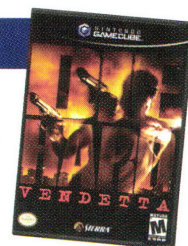
## #72 DIE HARD: VENDETTA



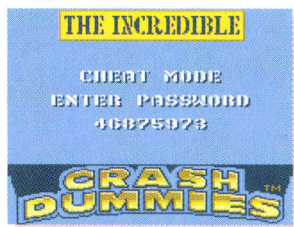
**The Code:** Enter the following code at the main menu:

**L, Y, R, Y, L**

**What We Know:** This code triggers a confirmation message similar to all of the other known cheats in *Die Hard: Vendetta*, but it appears in the upper left corner of the screen instead of below the main menu text. It also doesn't make a bit of sense. What could "RC IS B" mean? "Ratchet & Clank is Brilliant"? "Richie Cunningham is Bald"? Or maybe that's the number 15 instead of the word "is." Whatever it means, we don't see any other change in the game when this code is in place. *Can you solve the mystery?*



## #73 THE INCREDIBLE CRASH DUMMIES



**The Codes:** At the title screen, press **Up, Down, Left, Right**; a "Cheat Mode" menu will appear where you can enter either of the following codes:

**57481235**

**46875973**

**What We Know:** Retro cheats, yeah! These codes are accepted by both the Game Boy and the Game Gear versions of *The Incredible Crash Dummies*, but they don't seem to have any effect on the game. You don't start on a different stage, you don't get any extra lives, you're not invincible, you don't get extra money, the difficulty doesn't change, the timer doesn't change. So what is the purpose of these codes? *Can you solve the mystery?*



Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise.

## CRACK THE CODE AND WIN A PRIZE!

Think you've got what it takes to beat the **TIPS & TRICKS** editors at our own game? Test out these codes for yourself; if you're the first person to tell us exactly what they do, we'll send you your very own **TIPS & TRICKS** cap or backpack and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. Send your answers to the address shown here, and be sure to tell us if you prefer the cap or backpack if you should win.



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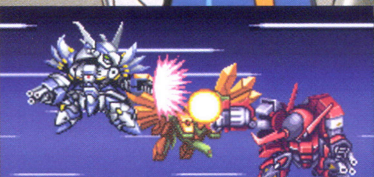
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—Newtype USA

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